

# Unity Pro

## Program Languages and Structure Reference Manual

07/2012

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## Safety Information



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### Important Information

#### NOTICE

Read these instructions carefully, and look at the equipment to become familiar with the device before trying to install, operate, or maintain it. The following special messages may appear throughout this documentation or on the equipment to warn of potential hazards or to call attention to information that clarifies or simplifies a procedure.



The addition of this symbol to a Danger safety label indicates that an electrical hazard exists, which will result in personal injury if the instructions are not followed.



This is the safety alert symbol. It is used to alert you to potential personal injury hazards. Obey all safety messages that follow this symbol to avoid possible injury or death.

#### DANGER

**DANGER** indicates an imminently hazardous situation which, if not avoided, **will result in** death or serious injury.

#### WARNING

**WARNING** indicates a potentially hazardous situation which, if not avoided, **can result in** death or serious injury.

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## **⚠ CAUTION**

**CAUTION** indicates a potentially hazardous situation which, if not avoided, **can result in** minor or moderate injury.

## **NOTICE**

**NOTICE** is used to address practices not related to physical injury.

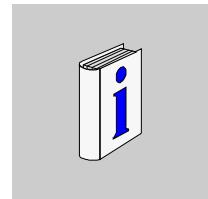
### **PLEASE NOTE**

Electrical equipment should be installed, operated, serviced, and maintained only by qualified personnel. No responsibility is assumed by Schneider Electric for any consequences arising out of the use of this material.

A qualified person is one who has skills and knowledge related to the construction and operation of electrical equipment and its installation, and has received safety training to recognize and avoid the hazards involved.

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## About the Book



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### At a Glance

#### Document Scope

This manual describes the elements necessary for the programming of Premium, Atrium and Quantum PLCs using the Unity Pro programming workshop.

#### Validity Note

This documentation is valid from Unity Pro V7.0.

#### Product Related Information

### **WARNING**

#### **UNINTENDED EQUIPMENT OPERATION**

The application of this product requires expertise in the design and programming of control systems. Only persons with such expertise should be allowed to program, install, alter, and apply this product.

Follow all local and national safety codes and standards.

**Failure to follow these instructions can result in death, serious injury, or equipment damage.**

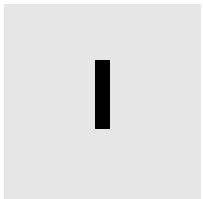
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## General Presentation of Unity Pro





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# Presentation

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## Overview

This chapter describes the general design and behavior of a project created with Unity Pro.

### What Is in This Chapter?

This chapter contains the following topics:

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## Capabilities of Unity Pro

### Hardware Platforms

Unity Pro supports the following hardware platforms:

- Modicon M340
- Premium
- Atrium
- Quantum

### Programming Languages

Unity Pro provides the following programming languages for creating the user program:

- Function Block Diagram FBD
- Ladder Diagram (LD) language
- Instruction List IL
- Structured Text ST
- Sequential Control SFC
- Ladder Logic 984 (LL984)

All of these programming languages can be used together in the same project.

All these languages conform to IEC 61131-3.

### Block Libraries

The blocks that are included in the delivery of Unity Pro extensive block libraries extend from blocks for simple Boolean operations, through blocks for strings and array operations to blocks for controlling complex control loops.

For a better overview the different blocks are arranged in libraries, which are then broken down into families.

The blocks can be used in the programming languages FBD, LD, IL and ST.

### Elements of a Program

A program can be constructed from:

- a Master task (MAST)
- a Fast task (FAST)
- one to four AUX Tasks (not available for Modicon M340)
- sections, which are assigned one of the defined tasks
- sections for processing time controlled events (Timerx)
- sections for processing hardware controlled events (EVTx)
- subroutine sections (SR)

## Software Packages

The following software packages are available:

- Unity Pro S
- Unity Pro M
- Unity Pro L
- Unity Pro XL
- Unity Pro XLS

## Performance Scope

The following table shows the main characteristics of the individual software packages:

	<b>Unity Pro S</b>	<b>Unity Pro M</b>	<b>Unity Pro L</b>	<b>Unity Pro XL</b>	<b>Unity Pro XLS</b>
<b>Programming languages</b>					
Function Block Diagram FBD	+	+	+	+	+
Ladder Diagram (LD) language	+	+	+	+	+
Instruction List IL	+	+	+	+	+(2)
Structured Text ST	+	+	+	+	+(2)
Sequential Language SFC	+	+	+	+	+(2)
<b>Libraries (1)</b>					
Standard library	+	+	+	+	+(2)
Control library	+	+	+	+	+(2)
Communication library	+	+	+	+	+(2)
Diagnostics library	+	+	+	+	+(2)
I/O Management library	+	+	+	+	+(2)
System library	+	+	+	+	+(2)
Motion control drive library	-	+	+	+	+(2)
TCP Open library	-	optional	optional	optional	optional (2)

	<b>Unity Pro S</b>	<b>Unity Pro M</b>	<b>Unity Pro L</b>	<b>Unity Pro XL</b>	<b>Unity Pro XLS</b>
Obsolete library	+	+	+	+	+(2)
MFB library	+	+	+	+	+(2)
Safety library	-	-	-	-	+
Memory card file management library	+	+	+	+	+(2)
<b>General information</b>					
Create and use data structures (DDTs)	+	+	+	+	+(2)
Create and use Derived Function Blocks (DFBs)	+	+	+	+	+
Project browser with structural and/or functional view	+	+	+	+	+
Managing access rights	+	+	+	+	+
Operator screen	+	+	+	+	+
Diagnostic viewer	+	+	+	+	+
System diagnostics	+	+	+	+	+
Project diagnostics	+	+	+	+	+(2)
Application converter	-	PL7 converter	PL7 converter Concept Converter	PL7 converter Concept Converter	PL7 converter Concept Converter
Managing multi-stations	-	-	-	-	-
<b>Supported platforms</b>					
Modicon M340	BMX P34 1000 BMX P34 20**	BMX P34 1000 BMX P34 20**	BMX P34 1000 BMX P34 20**	BMX P34 1000 BMX P34 20**	BMX P34 1000 BMX P34 20**

	<b>Unity Pro S</b>	<b>Unity Pro M</b>	<b>Unity Pro L</b>	<b>Unity Pro XL</b>	<b>Unity Pro XLS</b>
Premium	-	P57 0244M P57 CA 0244M P57 CD 0244M P57 104M P57 154M P57 1634M P57 204M P57 254M P57 2634M H57 24M	All CPUs <b>except:</b> P57 554M P57 5634M	All CPUs	All CPUs
Quantum	-	-	140 CPU 311 10 140 CPU 434 12 U/A* 140 CPU 534 14 U/A* * Upgrade using Unity OS	CPU 311 10 CPU 434 12 U/A CPU 534 14 U/A CPU 651 50 CPU 651 60 CPU 652 60 CPU 670 60 CPU 671 60 CPU 672 60 CPU 672 61 CPU 651 60 S CPU 671 60 S	CPU 311 10 CPU 434 12 U/A CPU 534 14 U/A CPU 651 50 CPU 651 60 CPU 652 60 CPU 670 60 CPU 671 60 CPU 672 60 CPU 672 61 CPU 651 60 S CPU 671 60 S
Atrium	-	PCI 57 204	All CPUs	All CPUs	All CPUs
Simulator	+	+	+	+	+
<b>Openess</b>					
Hyperlinks	+	+	+	+	+
Unity Pro Server (for OFS, UAG)	-	-	-	+	+
<b>Software components contained in the software package</b>					
Documentation as context help and PDF	+	+	+	+	+
OS Loader tool + HW Firmware	+	+	+	+	+
Unity loader	+	+	+	+	+

**Legend:**

+ = available

+ (1) = Availability of the blocks depends on the hardware platforms (see *Unity Pro, Standard, Block Library*).

+ (2) = Available on all PLC except platforms CPU 651 60 S, CPU 671 60 S.

- = not available

## Naming Convention

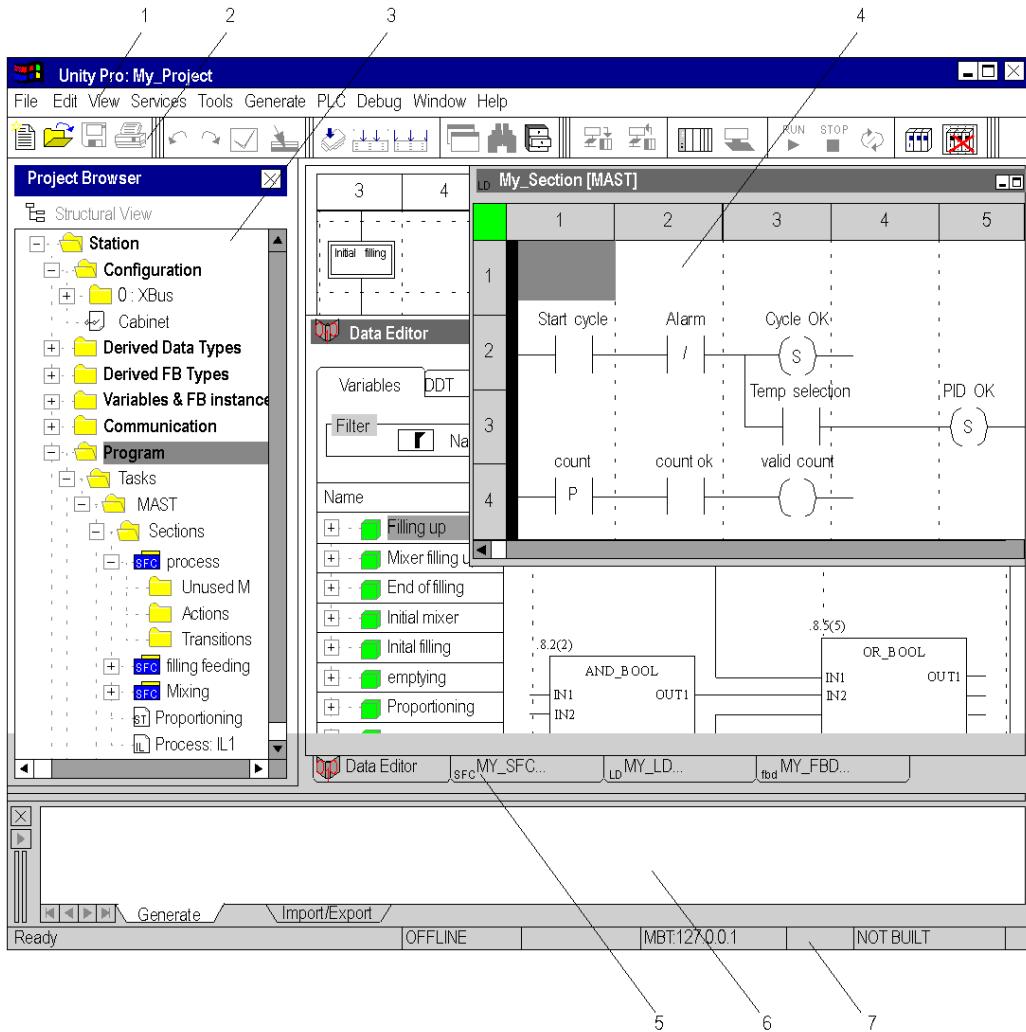
In the following documentation, "Unity Pro" is used as general term for "Unity Pro S", "Unity Pro M", "Unity Pro L", "Unity Pro XL" and "Unity Pro XLS".

## User Interface

### Overview

The user interface consists of several, configurable windows and toolbars.

#### User interface:



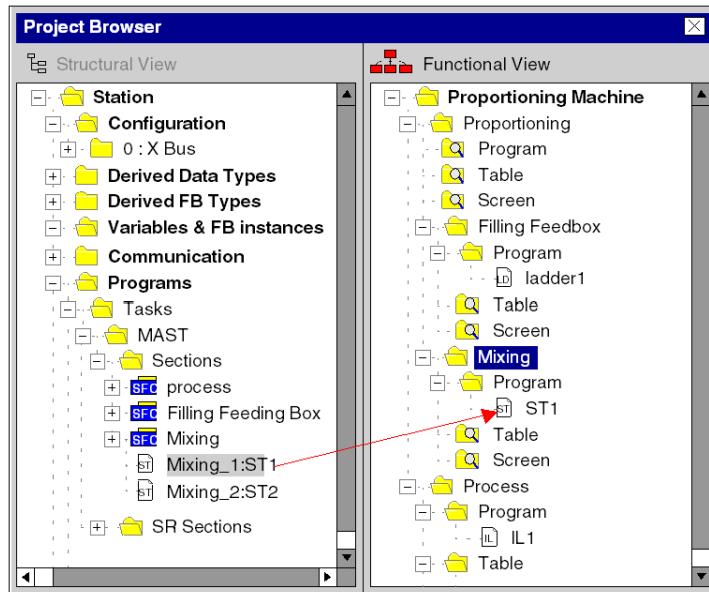
Legend:

Number	Description
1	Menu bar ( <i>see Unity Pro, Operating Modes</i> )
2	Toolbar ( <i>see Unity Pro, Operating Modes</i> )
3	Project Browser ( <i>see Unity Pro, Operating Modes</i> )
4	Editor window (programming language editors, data editor, etc.)
5	Register tabs for direct access to the editor window
6	Information window ( <i>see Unity Pro, Operating Modes</i> ) (provides information about errors which have occurred, signal tracking, import functions, etc.)
7	Status bar ( <i>see Unity Pro, Operating Modes</i> )

## Project Browser

### Introduction

The Project Browser displays all project parameters. The view can be shown as structural (topological) and/or functional view.



### Structural View

The project browser offers the following features in the structural view:

- Creation and deletion of elements
- The section symbol shows the section programming language and if it is protected (in case of an empty section the symbol is grey)
- View the element properties
- Creation of user directories
- Launching the different editors
- Start the import/export function

## Functional View

The project browser offers the following features in functional view:

- Creation of functional modules
- Insertion of sections, animation tables etc. using Drag and Drop from the structural view
- Creation of sections
- View the element properties
- Launching the different editors
- The section symbol shows the section programming language and other attributes

## User Application and Project File Formats

### Introduction

Unity Pro manages three types of files for storing user applications and projects. Each type of file can be used according to specific requirements.

File types can be identified by their extension:

- \*.STU: Unity Pro File
- \*.STA: Unity Pro Archived Application File
- \*.XEF: Unity Pro Application Exchange File
- \*.ZEF: Unity Pro Full Application Exchange File

### STU File

This file type is used for daily working tasks. This format is used by default when opening or saving a user project.

The following table presents the **STU** file advantages and drawbacks:

Advantages	Drawbacks
<ul style="list-style-type: none"> <li>● The project can be saved at any stage (consistent or inconsistent) through the default command.</li> </ul>	<ul style="list-style-type: none"> <li>● Not convenient when transferring project due to the very large size of the file.</li> </ul>
<ul style="list-style-type: none"> <li>● Project saving and opening is fast as the entire internal database is present in the file.</li> </ul>	<ul style="list-style-type: none"> <li>● Not compatible when updating Unity Pro from one version to another.</li> </ul>
<ul style="list-style-type: none"> <li>● Automatic creation of <b>BAK</b> files<sup>1</sup></li> </ul>	

<sup>1</sup> Each time a **STU** file is saved, a backup copy is also created, with the same name as the **STU** file, and the extension **BAK** files. By changing the file extension from **BAK** to **STU**, it is possible to revert to the state the project was, the last time it was saved. **BAK** files are stored in the same folder as the project **STU** file.

## STA File

This file type is used for archiving projects and can be created only after the project has been generated. This file type allows forward compatibility between the different versions of Unity Pro.

There are 2 ways to create a **STA** file:

- **STA** file can be created **manually** by accessing the **File → Save Archive** menu in the Unity Pro main window.
- **STA** file is created **automatically** every time the project is saved as a **STU** file if it is in **Built** state.

**NOTE:** The STA file created automatically is saved into the same directory and with the same filename as the STU project file, except that a “**.Auto**” **suffix** is appended to the filename. If an existing automatic STA file already exists, **it is overwritten** without any confirmation.

**NOTE:** If the project is in **Built** state, saving a STU file through a Unity Pro Server creates a STA file as well.

The following table presents the *STA* file advantages and drawbacks:

Advantages	Drawbacks
<ul style="list-style-type: none"> <li>● Fast project saving.</li> </ul>	<ul style="list-style-type: none"> <li>● Can be created only after the project has been generated.</li> </ul>
<ul style="list-style-type: none"> <li>● Projects can be shared via e-mail or low size memory supports.</li> </ul>	<ul style="list-style-type: none"> <li>● Opening of the project is long, as the project file is rebuilt before operation.</li> </ul>
<ul style="list-style-type: none"> <li>● Capability to connect in Equal Online Mode to the PLC after opening the project on a new version of Unity Pro. For additional information, see <i>Connection/Disconnection (see Unity Pro, Operating Modes)</i>.</li> <li>● Allow online modifications with the PLC without any prior download into the PLC.</li> <li>● Generated STA file is compatible with all Unity Pro versions.</li> </ul>	
<b>NOTE:</b> In order to load a STA file created with another version of Unity Pro, all the features used in the application have to be supported by the current version.	

## Create Unity Pro Archived Application File (\*.STA)

The following table describes the procedure for generating \*.STA files:

Step	Action
1	Launch the current Unity Pro software: <b>Start → Programs → Schneider Electric → SoCollaborative → Unity Pro.</b>
2	Open the project (*.STU file): 1. <b>File → Open.</b> 2. Select the project (*.STU file). 3. Click on <b>Open.</b>
3	<b>File → Save Archive</b> , see note below.
4	Choose a location for the file to be saved. Do not save files in the default Schneider Electric directory: <i>C:\Program Files\Schneider Electric\Unity Pro</i> Files saved in this directory may be deleted during Unity Pro installation.
5	Click on <b>Save.</b>
6	Remember the location where the *.STA file is stored on the terminal as it will be needed when recovering the project.

**NOTE:** The **Save Archive** function is only available if:

- The project has been generated.
- In **Tools → Project Settings**, in the **Upload Information** section if **Include** is selected, at least one of the two check boxes underneath must be checked.

## Restoring Unity Pro Archived Application File (\*.STA)

This restoration consists of importing the \*.STA files previously created and stored. The \*.STA files are used when the PLC cannot be stopped. To restore \*.STA files follow the procedure below for each project:

Step	Action
1	Launch Unity Pro: <b>Start → Programs → Schneider Electric → SoCollaborative → Unity Pro.</b>
2	Open the *.STA file from <b>File → Open</b> menu. The file type selected must be <i>Unity Pro Archived Application File (STA)</i> .
3	Click on <b>Open.</b>
4	Save the project as an *.STU file.

## XEFile

This file type is used for exporting projects in an *XML* source format and can be created at any stage of a project.

The following table presents the **XEFile** file advantages and drawbacks:

Advantages	Drawbacks
<ul style="list-style-type: none"> <li>The <i>XML</i> source format ensures project compatibility with any version of Unity Pro.</li> </ul>	<ul style="list-style-type: none"> <li>Medium size.</li> <li>Opening of the project takes time while the project is imported before operation.</li> <li>Generation of the project is mandatory to reassemble the project binary code.</li> <li>Operating with the PLC requires to rebuild all the project and perform a download in the processor.</li> <li>Connecting to the PLC in Equal Online mode with an <b>XEFile</b> file is not possible. For additional information, see Connection/Disconnection (<i>see Unity Pro, Operating Modes</i>).</li> </ul>

## ZEF File

This file type is used for exporting projects with global DTM configuration and can be created at any stage of a project. For details on project export/import, refer to chapter **Import / Export** (*see Unity Pro, Operating Modes*).

The following table presents the **ZEF** file advantages and drawbacks:

Advantages	Drawbacks
<ul style="list-style-type: none"> <li>The <b>ZEF</b> format ensures project compatibility with any version of Unity Pro.</li> </ul>	<ul style="list-style-type: none"> <li>Medium size.</li> <li>Opening of the project takes time while the project is imported before operation.</li> <li>Generation of the project is mandatory to reassemble the project binary code.</li> <li>Operating with the PLC requires to rebuild all the project and perform a download in the processor.</li> <li>Connecting to the PLC in Equal Online mode with a <b>ZEF</b> file is not possible. For additional information, see Connection/Disconnection (<i>see Unity Pro, Operating Modes</i>).</li> </ul>

## Create Unity Pro Application Exchange File (\*.ZEF or \*.XEF)

The following table describes the procedure for generating \*.ZEF or \*.XEF files:

Step	Action
1	Launch the current Unity Pro software: <b>Start → Programs → Schneider Electric → SoCollaborative → Unity Pro.</b>
2	Open the project (*.STU file): 1. <b>File → Open.</b> 2. Select the project (*.STU file). 3. Click on <b>Open</b> .
3	<b>File → Export Project.</b>
4	Choose a location for the file to be saved. Do not save files in the default Schneider Electric directory: <i>C:\Program Files\Schneider Electric\Unity Pro</i> Files saved in this directory may be deleted during Unity Pro installation.
5	Click on <b>Export</b> and select the export file format (*.ZEF or *.XEF).
6	Remember the location where the *.ZEF or *.XEF file is stored on the workstation as it is needed when recovering the project.

## Restoring Unity Pro Application Exchange File (\*.ZEF or \*.XEF)

This restoration consists of importing the \*.ZEF or \*.XEF files previously created and stored. Importing from a ZEF or XEF format involves the re-generation of the project. To restore \*.ZEF or \*.XEF files follow the procedure below for each project:

Step	Action
1	Launch Unity Pro: <b>Start → Programs → Schneider Electric → SoCollaborative → Unity Pro.</b>
2	Open the *.ZEF or *.XEF file from <b>File → Open</b> menu. The file type selected must be <i>Unity Pro Full Application Exchange File (*.ZEF)</i> or <i>Unity Pro Application Exchange File (*.XEF)</i> .
3	Click on <b>Open</b> .
4	Save the project as an *.STU file.

## Computability Information

The **STU** files are not compatible across Unity Pro versions. In order to use a project with different Unity Pro versions, users must either store, the:

- **Unity Pro Archived Application Files (STA):**  
With the **STA** file, it is possible to reuse the current built project with the new Unity Pro version installed on the computer.
- **Unity Pro Application Exchange Files (ZEF):**  
The **ZEF** file must be used if the project has been built.
- **Unity Pro Application Exchange Files (XEF):**  
The **XEF** file must be used if the project has been built.

## Comparative File Types

The following table gives a summary of the 4 files types:

File Types	STU	STA	XEF	ZEF
Binary applications	Yes	Yes	No	No
Source applications	Yes	Yes	Yes	Yes
Internal database	Yes	No	No	No
Comparative file size	10, see (1)	0.03, see (1)	3	3
Comparative time to save	10	1.6	6	6
Comparative time to open	1	10	10	10
Connection to the PLC in Equal Online mode	Possible	Possible	Not possible, see (2)	Not possible, see (2)
File backup	Possible	Possible, see (3)	Possible	Possible

(1): Compressed files.

(2): The project needs to be first uploaded into the PLC.

(3): The project can be saved only if it has been generated.

**NOTE:** The values in the table represent a ratio between file types, where the *STU* value is the reference.

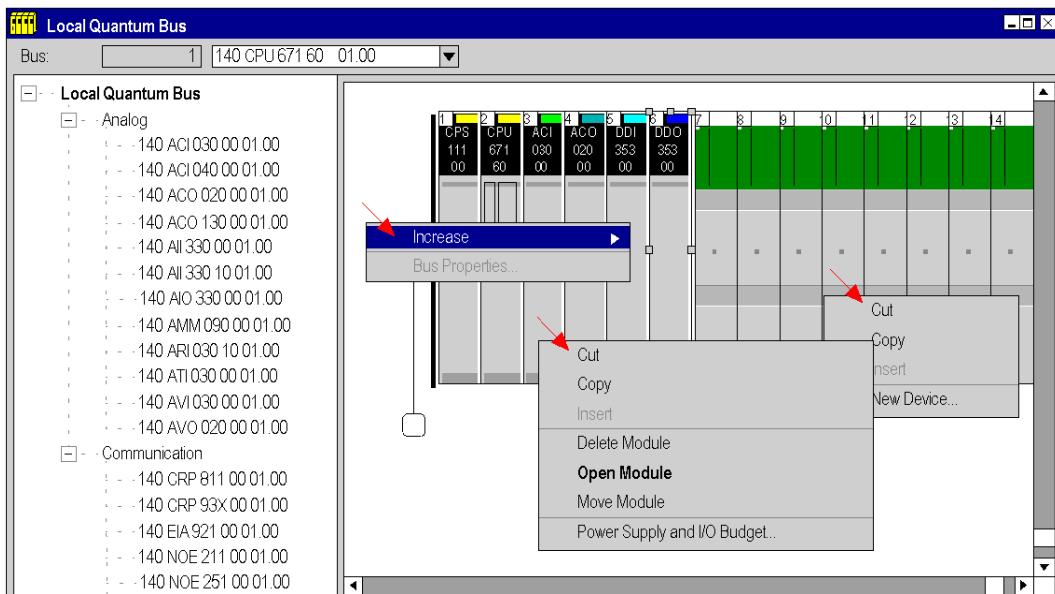
## Configurator

### Configurator Window

The configurator window is split into two windows:

- Catalog window  
A module can be selected from this window and directly inserted in the graphical representation of the PLC configuration by dragging and dropping.
- Graphical representation of the PLC configuration

Representation of the Configurator window:



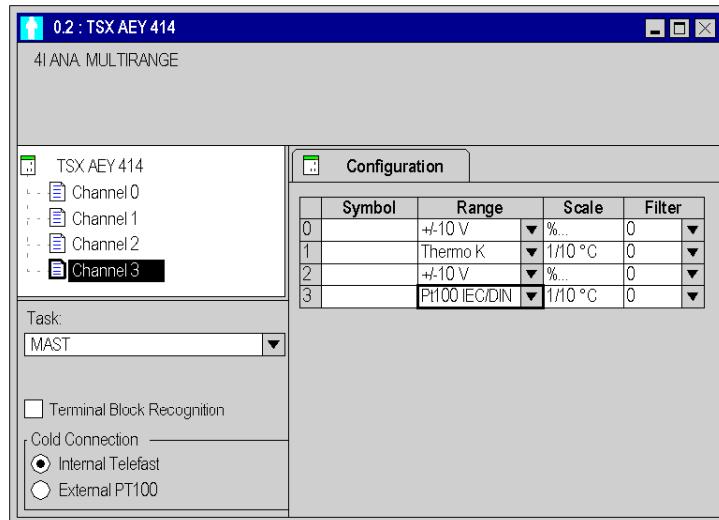
One of the following shortcut menus is called depending on the position of the mouse pointer:

- Mouse pointer on the background allows among others:
  - Change CPU,
  - Selection of different Zoom factors.
- Mouse pointer on the module allows among others:
  - Access to editor functions (delete, copy, move),
  - Open the module configuration for defining the module specific parameters,
  - Show the I/O properties and the total current.
- Mouse pointer on an empty slot allows among others:
  - Insert a module from the catalog,
  - Insert a previously copied module including its defined properties.

## Module Configuration

The module configuration window (called via the modules shortcut menu or a double-click on the module) is used to configure the module. This also includes channel selection, selection of functions for the channel selected, assignment of State RAM addresses (only Quantum) etc.

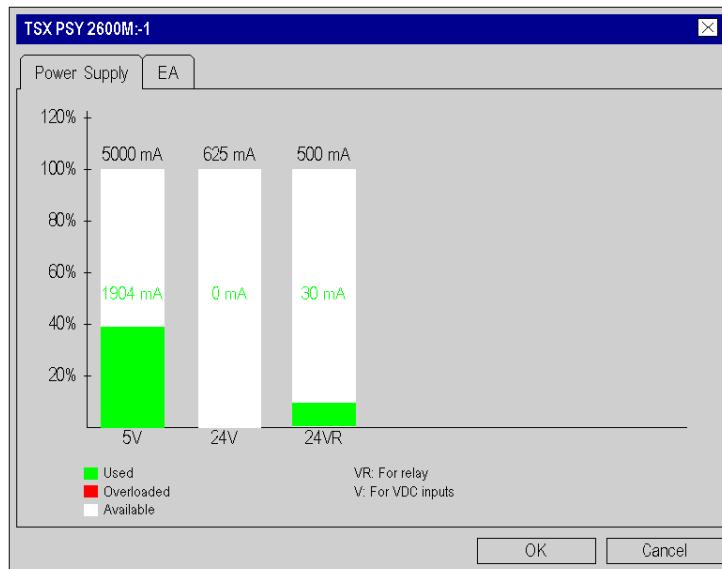
Module configuration window for a Premium I/O module:



## Module Properties

The module properties window (called via the modules shortcut menu) shows the modules properties such as the power consumption, number of I/O points (only Premium) and more.

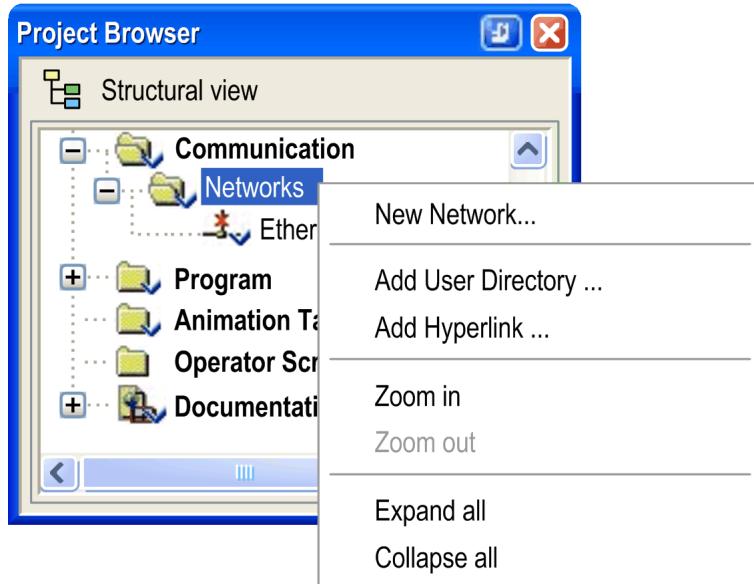
The module properties window for the power supply shows the total current of the rack:



## Network Configuration

The network configuration is called via the communications folder.

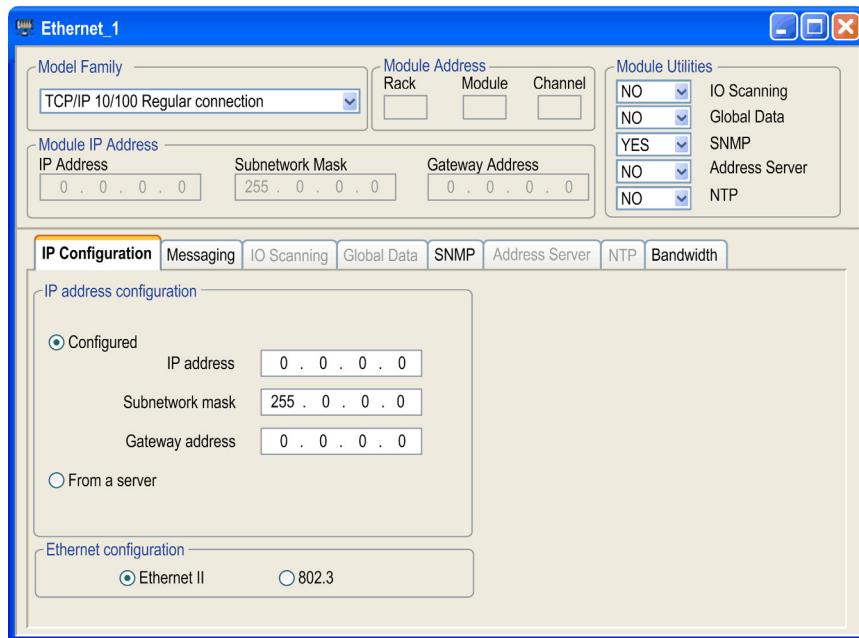
Network configuration:



The network configuration windows allow among others:

- Creation of networks
- Network analysis
- Printout of the network configuration

A window for configuring a network:



After configuration the network is assigned a communications module.

## Data Editor

### Introduction

The data editor offers the following features:

- Declaration of variable instances
- Definition of derived data types (DDTs)
- Definition of Device derived data types (Device DDTs)
- Instance declaration of elements and derived function blocks (EFBs/DFBs)
- Definition of derived function block (DFBs) parameters

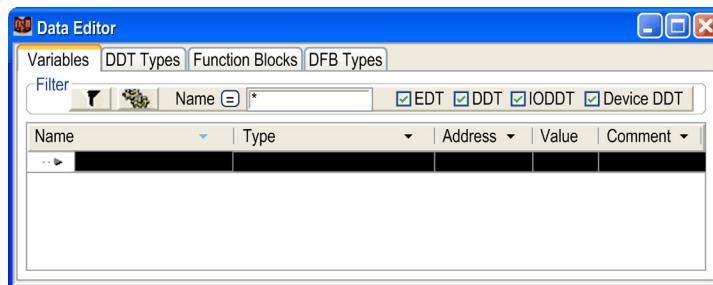
The following functions are available in all tabs of the data editor:

- Copy, Cut, Paste
- Expand/collapse structured data
- Sorting according to Type, Symbol, Address etc.
- Filter
- Inserting, deleting and changing the position of columns
- Drag and Drop between the data editor and the program editors
- Undo the last change
- Export/Import

### Variables

The **Variables** tab is used for declaring variables.

Variables tab:



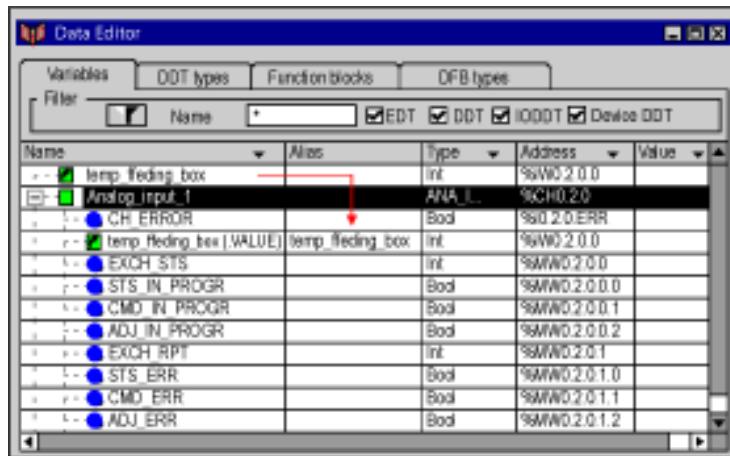
The following functions are available:

- Defining a symbol for variables
- Assigning data types
- Own selection dialog box for derived data types
- Assignment of an address
- Automatic symbolization of I/O variables
- Assignment of an initial value
- Entering a comment
- View all properties of a variable in a separate properties dialog box

## Hardware Dependent Data Types (IODDT)

IODDTs are used to assign the complete I/O structure of a module to an individual variable.

Assignment of IODDTs:



The following functions are available:

- Complete I/O structures can be assigned with individual variables using IO DDTs
- After entering the variables addresses, all elements of the structure are automatically assigned with the correct input/output bit or word
- Because it is possible to assign addresses later on, standard modules can be simply created whose names are defined at a later date.
- An alias name can be given to all elements of an IODDT structure.

## Hardware Dependent Device Derived Data Types (Device DDT)

Device derived data type (DDT) is a predefined DDT that describes the I/O language elements of an I/O Module. This data type is represented in a structure, which depends on the capabilities of the I/O module.

This structure provides bits and register views when both extracted bits and register exist in IODDT. In this case extracted bit is not seen as a child element of the register variable but directly as field of Device DDT structure.

When adding a Modicon M340 module in a M340 remote I/O drop the Unity Pro software will create automatically the associated Device DDT instance. This instance is deduced from IODDT (other not mapped object like %KW are not accessible).

Each I/O Module is associated with one implicit device DDT instance:

- Implicit Device DDT instances are created by default on device insertion and refreshed automatically by the PLC. They contain the modules status, modules and channels health bits, values of the modules inputs, values of the modules outputs, etc.

The Implicit Device DDT can be:

- linked to a device (Managed)
- not linked to a device (Un-managed)

**NOTE:** IODDT and topologic address (*see Modicon M340 with Unity Pro, CANopen, User Manual*) are no longer supported with the Modicon M340 remote I/O modules. All the informations (bits and registers) related to a channel are accessible directly as a field of device DDT structure.

**NOTE:** Optional Explicit structures are DDT Explicit DDT, created on demand from data editor and used through Function block to be refreshed.

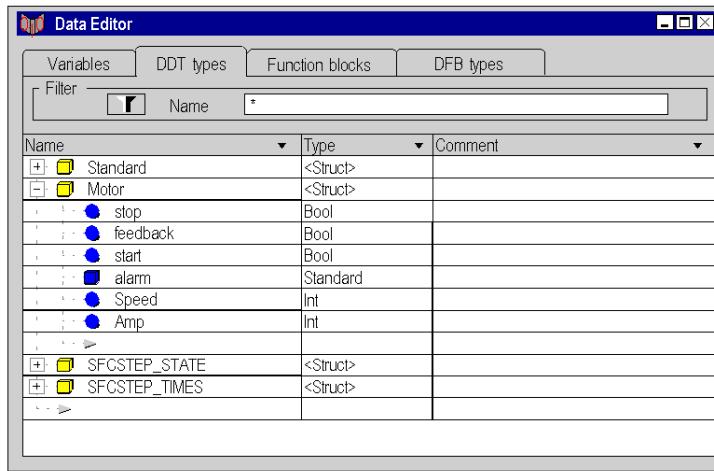
**NOTE:** Optional Explicit DDT types are proposed in the data editor to support Status or Command data used by explicit exchanges on a Channel of an IO Modules in a M340 remote I/O drop. Explicit DDT instances are created manually by the user in the data editor and used as Input or Output Parameter with the Function block managing the explicit exchange (*READ\_STS\_QX (see Unity Pro, I/O Management, Block Library), WRITE\_CMD\_QX (see Unity Pro, I/O Management, Block Library)*).

## Derived Data Types (DDT)

The **DDT types** tab is used for defining derived data types (DDTs).

A derived data type is the definition of a structure or array from any data type already defined (elementary or derived).

Tab **DDT types**:



The following functions are available:

- Definition of nested DDTs (max. 8 levels)
- Definition of arrays with up to 6 dimensions
- Assignment of an initial value
- Assignment of an address
- Entering a comment
- Analysis of derived data types
- Assignment of derived data types to a library
- View all properties of a derived data type in a separate properties dialog box
- An alias name can be given to all elements of a DDT structure or an array.

## Function Blocks

The **Function blocks** tab is used for the instance declaration of elements and derived function blocks (EFBs/DFBs).

Tab **Function blocks**:

Name	Number	Type	Value	Comment
SFCControl		SFCCTRL		
<Inputs>				
CHARTREF	1	SFCCHART...		Link to SFC
INIT	2	Bool	FALSE	Reset SFC
CLEAR	3	Bool	FALSE	Reset SFC
DISTIME	4	Bool	FALSE	Supervision time
DISTRANS	5	Bool	FALSE	Transitions
DISACT	6	Bool	FALSE	Action processing
STEPUN	7	Bool	FALSE	Step over,
STEPDEP	8	Bool	FALSE	StepOver
RESTERR	9	Bool	FALSE	Supervision time
DISRMOTE	10	Bool	FALSE	Remote control
ALLTRANS	11	Bool	FALSE	All transitions
RESSTEPT	12	Bool	FALSE	Elapsed time

The following functions are available:

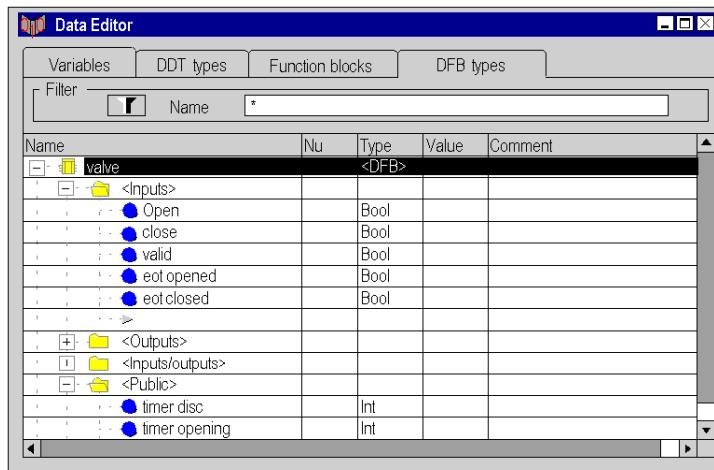
- Display of the function blocks used in the project
- Definition of a symbol for the function blocks used in the project
- Automatic enabling of the defined symbols in the project
- Enter a comment about the function block
- View all parameters (inputs/outputs) of the function block
- Assignment of an initial value to the function block inputs/outputs

## DFB Types

The **DFB types** tab is used for the defining derived function block (DFBs) parameters.

The creation of DFB logic is carried out directly in one or more sections of the FBD, LD, IL or ST programming languages.

Tab **DFB types**:



The following functions are available:

- Definition of the DFB name
- Definition of all parameter of the DFB, such as:
  - Inputs
  - Outputs
  - VAR\_IN\_OUT (combined inputs/outputs)
  - Private variables
  - Public variables
- Assignment of data types to DFB parameters
- Own selection dialog box for derived data types
- Assignment of an initial value
- Nesting DFBs
- Use of several sections in a DFB
- Enter a comment for DFBs and DFB parameters
- Analyze the defined DFBs
- Version management
- Assignment of defined DFBs to a library

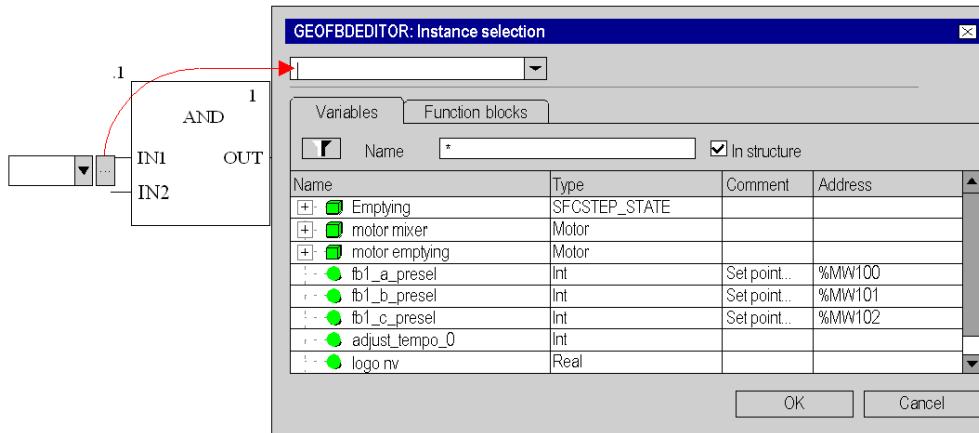
## Data Usage

Data types and instances created using the data editor can be inserted (context dependent) in the programming editors.

The following functions are available:

- Access to all programming language editors
- Only compatible data is displayed
- View of the functions, function blocks, procedures and derived data types arranged according to their library affiliation
- Instance declaration during programming is possible

Data selection dialog box:



## Online Modifications

It is possible to modify the type of a variable or a Function Block (FB) instance declared in application or in a Derived Function Block (DFB) directly in online mode (see *Unity Pro, Operating Modes*). That means it is not required to stop the application to perform such a type modification.

These operations can be done either in the data editor or in the properties editor, in the same way as in offline mode.

## **⚠ CAUTION**

### **UNEXPECTED APPLICATION BEHAVIOR**

When changing the type of a variable, the new value of the variable to be modified depends on its kind:

- In the case of an **unlocated variable**, the variable is set to the initial value, if one exists. Otherwise, it is set to the default value.
- In the case of a **located variable**, the variable restarts with the initial value if one exists. Otherwise, the current binary value is unchanged.

Before applying the variable type change, check the impact of the new value of the variable on the application execution.

**Failure to follow these instructions can result in injury or equipment damage.**

**NOTE:** It is not possible to modify the type of a variable declared in Derived Data Type (DDT) in online mode (*see Unity Pro, Operating Modes*). The application has to be switched into offline mode (*see Unity Pro, Operating Modes*) in order to build such a modification.

### **Restrictions About Online Modifications**

In the following cases, the online type modification of a variable or of a Function Block (FB) is not allowed:

- If the variable is used as network global data, the online type modification is not permitted.
- Whether the current FB can not be removed online, or a new FB can not be added online, the online type modification of this FB is not allowed. Indeed, some Elementary Function Blocks (EFB) like the Standard Function Blocks (SFB) do not allow to be added or removed online. As a result, changing the type of an EFB instance to a SFB instance is not possible, and conversely.

In both of these cases, the following dialog box is displayed:



**NOTE:** Due to these limitations, if a Derived Function Block (DFB) contains at least one instance of a SFB, it is not possible to add or remove instance of this DFB in online mode (*see Unity Pro, Operating Modes*).

## Program Editor

### Introduction

A program can be built from:

- **Tasks**, that are executed cyclically or periodically.

Tasks are built from:

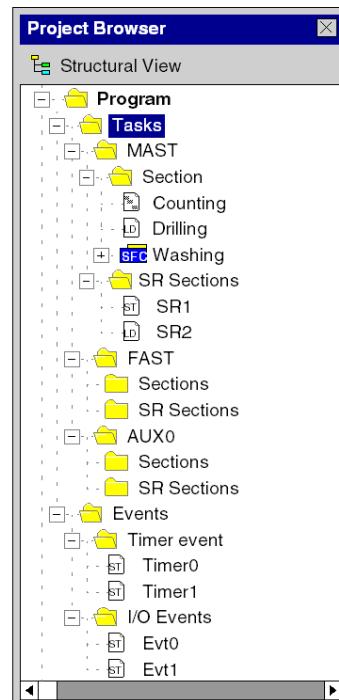
- Sections
- Subroutines

- **Event processing**, that is carried out before all other tasks.

Event processing is built from:

- Sections for processing time controlled events
- Sections for processing hardware controlled events

Example of a Program:



## Tasks

Unity Pro supports multiple tasks (Multitasking).

The tasks are executed "parallel" and independently of each other whereby the execution priorities are controlled by the PLC. The tasks can be adjusted to meet various requirements and are therefore a powerful instrument for structuring the project.

A multitask project can be constructed from:

- A Master task (MAST)

The Master task is executed cyclically or periodically.

It forms the main section of the program and is executed sequentially.

- A Fast task (FAST)

The Fast task is executed periodically. It has a higher priority than the Master task. The Fast task is used for processes that are executed quickly and periodically.

- One to four AUX task(s))

The AUX tasks are executed periodically. They are used for slow processing and have the lowest priority.

The project can also be constructed with a single task. In this case, only the Master task is active.

## Event Processing

Event processing takes place in event sections. Event sections are executed with higher priority than the sections of all other tasks. They are suited to processing that requires very short reaction times after an event is triggered.

The following section types are available for event processing:

- Sections for processing time controlled events (Timerx Section)
- Sections for processing hardware controlled events (Evtx Section)

The following programming languages are supported:

- FBD (Function Block Diagram)
- LD (Ladder Diagram Language)
- IL (Instruction List)
- ST (Structured Text)

## Sections

Sections are autonomous program units in which the logic of the project is created.

The sections are executed in the order shown in the project browser (structural view). Sections are connected to a task.

The same section cannot be belong to more than one task at the same time.

The following programming languages are supported:

- FBD (Function Block Diagram)
- LD (Ladder Diagram Language)
- SFC (Sequential Function Chart)
- IL (Instruction List)
- ST (Structured Text)

## Subroutine

Subroutines are created as separate units in subroutine sections.

Subroutines are called from sections or from another subroutine.

Nesting of up to 8 levels is possible.

A subroutine cannot call itself (not recursive).

Subroutines are assigned a task. The same subroutine cannot be called by different tasks.

The following programming languages are supported:

- FBD (Function Block Diagram)
- LD (Ladder Diagram Language)
- IL (Instruction List)
- ST (Structured Text)

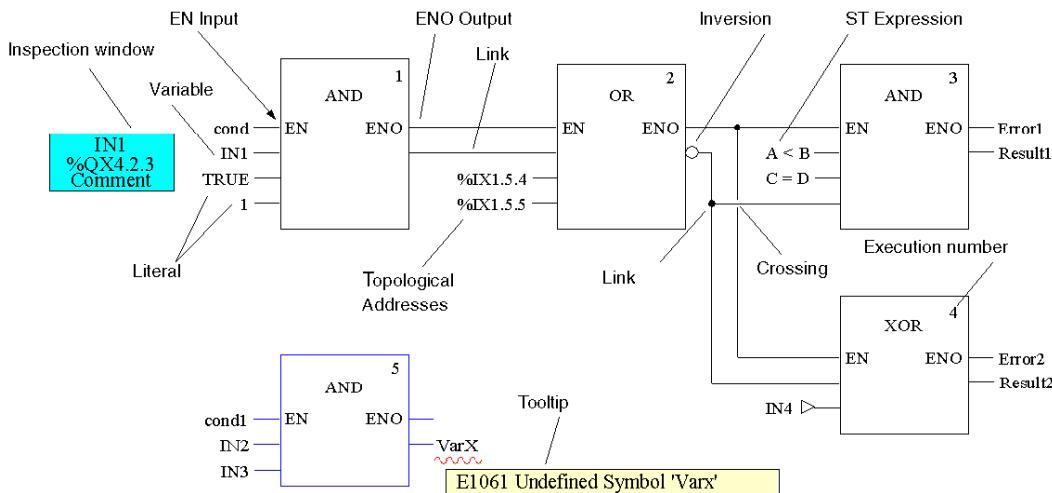
## Function Block Diagram FBD

### Introduction

The FBD editor is used for graphical function block programming according to IEC 61131-3.

### Representation

Representation of an FBD section:



### Objects

The objects of the FBD (Function Block Diagram) programming language help to divide a section into a number of:

- Elementary Functions (EFs),
- Elementary Function Blocks (EFBs)
- Derived Function Blocks (DFBs)
- Procedures
- Subroutine calls
- Jumps
- Links
- Actual Parameters
- Text objects to comment on the logic

## Properties

FBD sections have a grid behind them. A grid unit consists of 10 coordinates. A grid unit is the smallest possible space between 2 objects in an FBD section.

The FBD programming language is not cell oriented but the objects are still aligned with the grid coordinates.

An FBD section can be configured in number of cells (horizontal grid coordinates and vertical grid coordinates).

The program can be entered using the mouse or the keyboard.

## Input Aids

The FBD editor offers the following input aids:

- Toolbars for quick and easy access to the desired objects
- Syntax and semantics are checked as the program is being written.
  - Incorrect functions and function blocks are displayed in blue
  - Unknown words (e.g. undeclared variables) or unsuitable data types are marked with a red wavy line
  - Brief description of errors in the Quickinfo (Tooltip)
- Information for variables and pins can be displayed in a Quickinfo (Tooltip)
  - type, name, address and comment of a variable/expression
  - type, name and comment of an FFB pin
- Tabular display of FFBs
- Actual parameters can be entered and displayed as symbols or topological addresses
- Different zoom factors
- Tracking of links
- Optimization of link routes
- Display of inspection windows

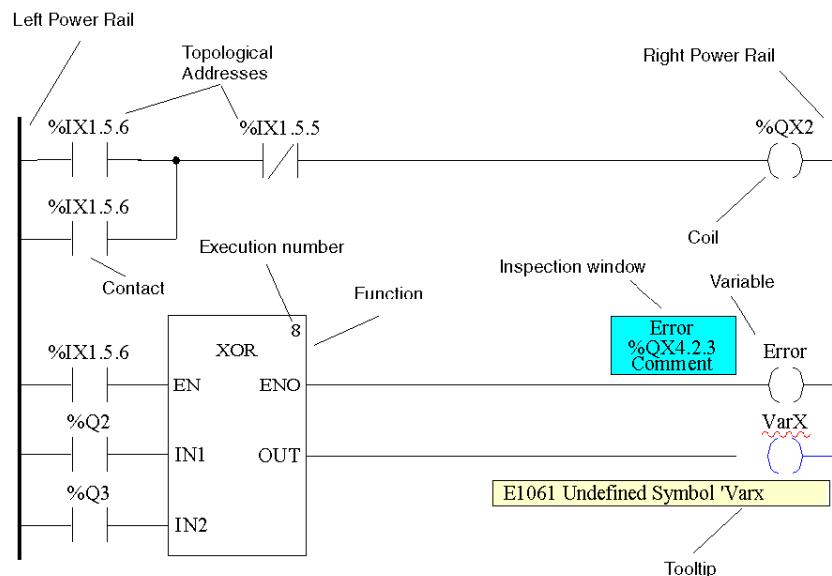
## Ladder Diagram (LD) Language

### Introduction

The LD editor is used for graphical ladder diagram programming according to IEC 61131-3.

### Representation

Representation of an LD section:



## Objects

The objects of the LD programming language help to divide a section into a number of:

- Contacts,
- Coils,
- Elementary Functions (EFs)
- Elementary Function Blocks (EFBs),
- Derived Function Blocks (DFBs)
- Procedures
- Control elements
- Operation and compare blocks which represent an extension to IEC 61131-3
- Subroutine calls
- Jumps
- Links
- Actual Parameters
- Text objects to comment on the logic

## Properties

LD sections have a background grid that divides the section into lines and columns.

The LD programming language is cell oriented, i.e. only one object can be placed in each cell.

LD sections can be 11-64 columns and 17-2000 lines in size.

The program can be entered using the mouse or the keyboard.

## Input Aids

The LD editor offers the following input aids:

- Objects can be selected from the toolbar, the menu or directly using shortcut keys
- Syntax and semantics are checked as the program is being written.
  - Incorrect objects are displayed in blue
  - Unknown words (e.g. undeclared variables) or unsuitable data types are marked with a red wavy line
  - Brief description of errors in the Quickinfo (Tooltip)
- Information for variables and for elements of an LD section, that can be connected to a variable (pins, contacts, coils, operation and compare blocks), can be displayed in a Quickinfo (Tooltip)
  - type, name, address and comment of a variable/expression
  - type, name and comment of FFB pins, contacts etc.
- Tabular display of FFBs
- Actual parameters can be entered and displayed as symbols or topological addresses
- Different zoom factors
- Tracking of FFB links
- Optimizing the link routes of FFB links
- Display of inspection windows

## General Information about SFC Sequence Language

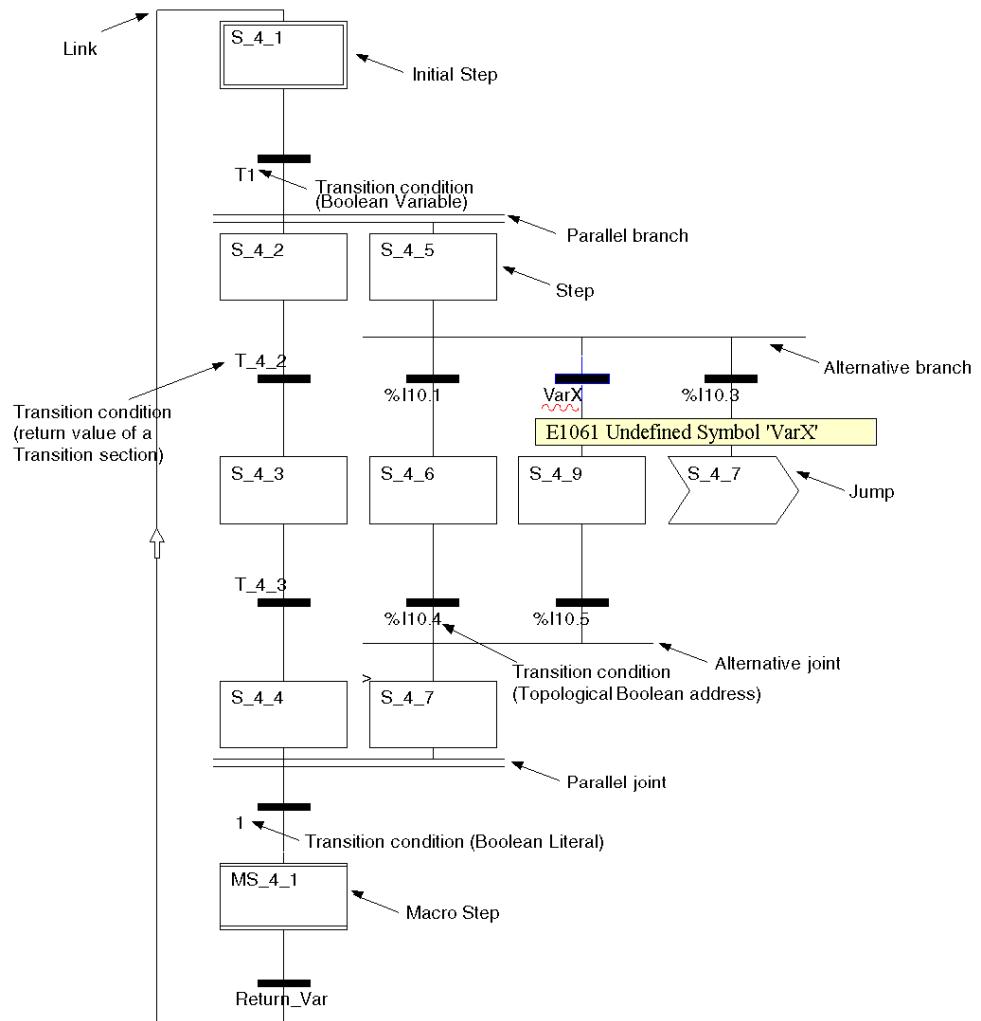
### Introduction

The sequence language SFC (Sequential Function Chart), which conforms to IEC 61131-3, is described in this section.

IEC conformity restrictions can be lifted through explicit enable procedures. Features such as multi token, multiple initial steps, jumps to and from parallel strings etc. are then possible.

## Representation

Representation of an SFC section:



## Objects

An SFC section provides the following objects for creating a program:

- Steps
- Macro steps (embedded sub-step sequences)
- Transitions (transition conditions)
- Transition sections
- Action sections
- Jumps
- Links
- Alternative sequences
- Parallel sequences
- Text objects to comment on the logic

## Properties

The SFC editor has a background grid that divides the section into 200 rows and 32 columns.

The program can be entered using the mouse or the keyboard.

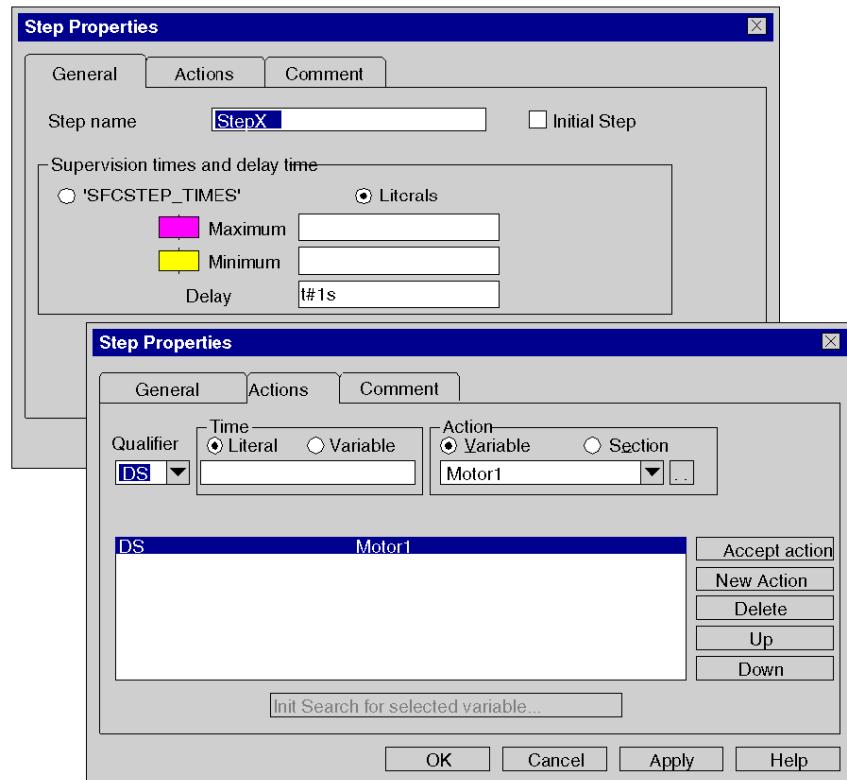
## Input Aids

The SFC editor offers the following input aids:

- Toolbars for quick and easy access to the desired objects
- Automatic step numbering
- Direct access to actions and transition conditions
- Syntax and semantics are checked as the program is being written.
  - Incorrect objects are displayed in blue
  - Unknown words (e.g. undeclared variables) or unsuitable data types are marked with a red wavy line
  - Brief description of errors in the Quickinfo (Tooltip)
- Information for variables and for transitions can be displayed in a Quickinfo (Tooltip)
  - type, name, address and comment of a variable/expression
  - type, name and comment of transitions
- Different zoom factors
- Show/hide the allocated actions
- Tracking of links
- Optimization of link routes

## Step Properties

Step properties:



The step properties are defined using a dialog box that offers the following features:

- Definition of initial steps
- Definition of diagnostics times
- Step comments
- Allocation of actions and their qualifiers

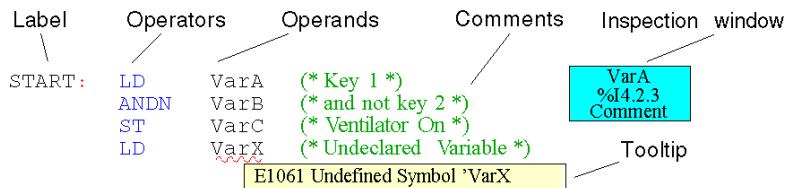
## Instruction List IL

### Introduction

The IL editor is used for instruction list programming according to IEC 61131-3.

### Representation

Representation of an IL section:



### Objects

An instruction list is composed of a series of instructions.

Each instruction begins on a new line and consists of:

- An operator
- A modifier if required
- One or more operands if required
- A label as a jump target if required
- A comment about the logic if required.

### Input Aids

The IL editor offers the following input aids:

- Syntax and semantics are checked as the program is being written.
  - Keywords and comments are displayed in color
  - Unknown words (e.g. undeclared variables) or unsuitable data types are marked with a red wavy line
  - Brief description of errors in the Quickinfo (Tooltip)
- Tabular display of the functions and function blocks
- Input assistance for functions and function blocks
- Operands can be entered and displayed as symbols or topological addresses
- Display of inspection windows

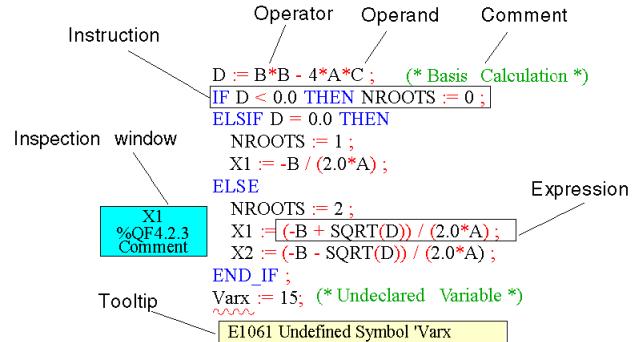
## Structured Text ST

### Introduction

The ST editor is used for programming in structured text according to IEC 61131-3.

### Representation

Representation of an ST section:



### Objects

The ST programming language works with "Expressions".

Expressions are constructions consisting of operators and operands that return a value when executed.

Operators are symbols representing the operations to be executed.

Operators are used for operands. Operands are variables, literals, function and function block inputs/outputs etc.

Instructions are used to structure and control the expressions.

### Input Aids

The ST editor offers the following input aids:

- Syntax and semantics are checked as the program is being written.
  - Keywords and comments are displayed in color
  - Unknown words (e.g. undeclared variables) or unsuitable data types are marked with a red wavy line
  - Brief description of errors in the Quickinfo (Tooltip)
- Tabular display of the functions and function blocks
- Input assistance for functions and function blocks
- Operands can be entered and displayed as symbols or topological addresses
- Display of inspection windows

## PLC Simulator

### Introduction

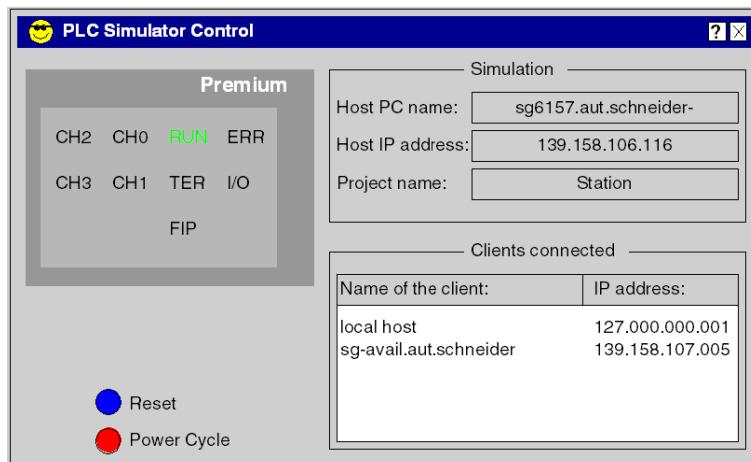
The PLC simulator enables error searches to be carried out in the project without being connected to a real PLC.

All project tasks (Mast, Fast, AUX and Event) that run on a real PLC are also available in the Simulator. The difference from a real PLC is the lack of I/O modules and communication networks (such as e.g. ETHWAY, Fipio and Modbus Plus) non-deterministic realtime behavior.

Naturally, all debugging functions, animation functions, breakpoints, forcing variables etc. are available with the PLC simulator.

### Representation

Representation of a dialog box:



### Structure of the Simulator

The simulator controller offers the following views:

- Type of simulated PLC
- Current status of the simulated PLC
- Name of the loaded project
- IP address and DNS name of the host PC for the simulator and all connected Client PCs
- Dialog box for simulating I/O events
- **Reset** button to reset the simulated PLC (simulated cold restart)
- **Power Off/On** button (to simulate a warm restart)
- Shortcut menu (right mouse button) for controlling the Simulator

## Export/Import

### Introduction

The export and import functions allow you to use existing data in a new project. The XML export/import format makes it possible to provide or accept data from external software.

### Export

The following objects can be exported:

- Complete projects, including configuration
- Sections of all programming languages
- Subroutine sections of all programming languages
- Derived function blocks (DFBs)
- Derived data types (DDTs)
- Device derived data types (Device DDTs)
- Variable declarations
- Operator Screen

### Import

All objects that can be exported can naturally be imported as well.

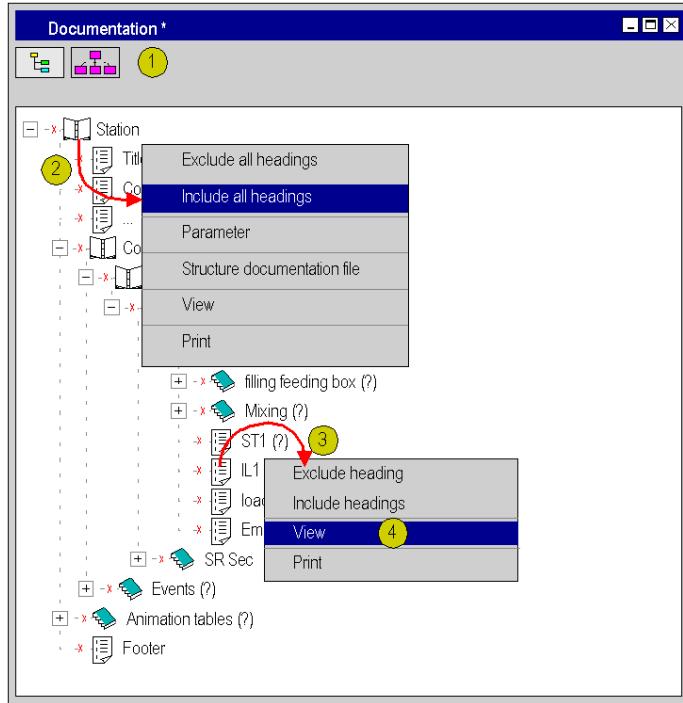
There are two types of import:

- **Direct import**  
Imports the object exactly as it was exported.
- **Import with the assistant**  
The assistant allows you to change the variables names, sections or functional modules. The mapping of addresses can also be modified.

## User Documentation

### User Documentation

Scope of the user documentation:



The following are just some of the services provided for documenting the project:

- Print the entire project (2) or in sections (3)
- Selection between structural and functional view (1)
- Adjustment of the result (footer, general information, etc.)
- Local printing for programming language editors, configurator, etc.
- Special indication (bold) for keywords
- Paper format can be selected
- Print preview (4)
- Documentation save

## Debug Services

### Searching for Errors in the User Application

The following are just some of the features provided to optimize debugging in the project:

- Set breakpoints in the programming language editors
- Step by step program execution, including step into, step out and step over
- Call memory for recalling the entire program path
- Control inputs and outputs

### Online Mode

Online mode is when a connection is established between the PC and the PLC.

Online mode is used on the PLC for debugging, for animation and for changing the program.

A comparison between the project of the PC and project of the PLC takes place automatically when the connection is established.

This comparison can produce the following results:

- **Different projects on the PC and the PLC**

In this case, online mode is restricted. Only PLC control commands (e.g. start, stop), diagnostic services and variable monitoring are possible. Changes cannot be made to the PLC program logic or configuration. However, the downloading and uploading functions are possible and run in an unrestricted mode (same project on PC and PLC).

- **Same projects on the PC and the PLC**

There are two different possibilities:

- **ONLINE SAME, BUILT**

The last project generation on the PC was downloaded to the PLC and no changes were made afterwards, i.e. the projects on the PC and the PLC are absolutely identical.

In this case, all animation functions are available and unrestricted.

- **ONLINE EQUAL, NOT BUILT**

The last project generation on the PC was downloaded to the PLC, however changes were made afterwards.

In this case, the animation functions are only available in the unchanged project components.

## Animation

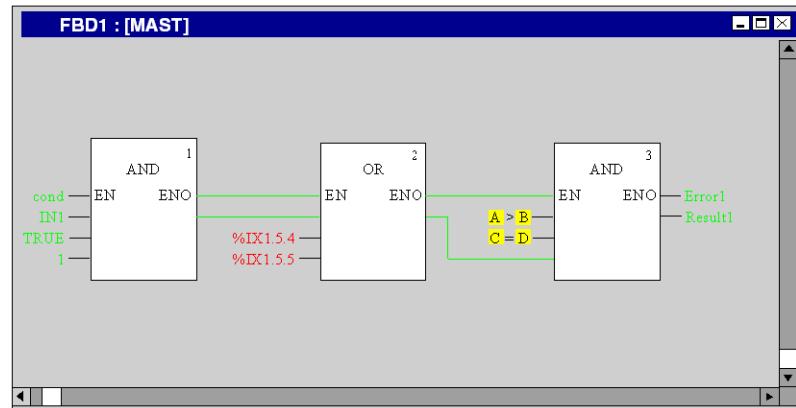
Different possibilities are provided for the animation of variables:

- Section animation

All programming languages (FBD, LD, SFC, IL and ST) can be animated. The variables and connections are animated directly in the section.

```
ST1 : [MAST]
  TIMER(IN := NOT pulse;
        PT := #1s; (* Blink timer *)
  pulse := TIMER.Q;

(* Count every pulse *)
  IF pulse = 1 THEN
    count := count + 1;
  END_IF;
(* Animate lights according to counter *)
  CASE count OF
    1: out1 := TRUE;
    2: out2 := TRUE;
  ELSE (* All lights are on, switch them off again and start from
        out1 := FALSE;
        out2 := FALSE;
```



- **Tooltips**

A tooltip with the value of a variable is displayed when the mouse pointer passes over that variable.

```

ST1 : [MAST]

TIMER(IN := NOT pulse;
      PT := t#1s; (* Blink timer *)
pulse := TIMER.Q;

(* Count every pulse *)
IF pulse = 1 THEN
  count := count + 1; [66]
END_IF;
(* Animate lights according to counter *)
CASE count OF
  1: out1 := TRUE;
  2: out2 := TRUE;
ELSE (* All lights are on, switch then off again and start from
      out1 := FALSE;
      out2 := FALSE;

```

- **Inspection window**

An inspection window can be created for any variable. This window displays the value of the variable, the address and any comments (if available). This function is available in all programming languages.

```

ST1 : [MAST]

TIMER(IN := NOT pulse;
      PT := t#1s; (* Blink timer *)
pulse := TIMER.Q;

(* Count every pulse *)
IF pulse = 1 THEN
  count := count + 1; [count
    count
    7]
END_IF;
(* Animate lights according to counter *)
CASE count OF
  1: out1 := TRUE; [out1
    out1
    TRUE]
  2: out2 := TRUE;
ELSE (* All lights are on, switch then off again and start from
      out1 := FALSE;
      out2 := FALSE;

```

- **Variables window**

This window displays all variables used in the current section.

Name	Value	Type	Comment
pump_1.start	1	Bool	
pump_1.cmd	1	Bool	
pump_1.speed	100	Int	
high_anim	0	Bool	
jack_1_out	1	Bool	
jack_3_out	0	Bool	
midle_anim	1	Bool	
Low_anim	0	Bool	
hole_anim1	0	Bool	
End_threading.x	0	Bool	
Unblocking.x	0	Bool	
hole_anim2	0	Bool	
End_drilling.x	0	Bool	

- **Animation table**

The value of all variables in the project can be displayed, changed or forced in animation tables. Values can be changed individually or simultaneously together.

Table[FBD Editor - FBD1: MAST]				
Modificatio	Force			
Name	Value	Set value	Type	Comment
start	1		Bool	
Indexing_blocki...			SFCSTEP_STAT	
t	0s		Time	
x	1		Bool	
tminErr	0		Bool	
tmaxErr	0		Bool	
text			String	
var1	120	120	Int	
var2	360	360	Int	

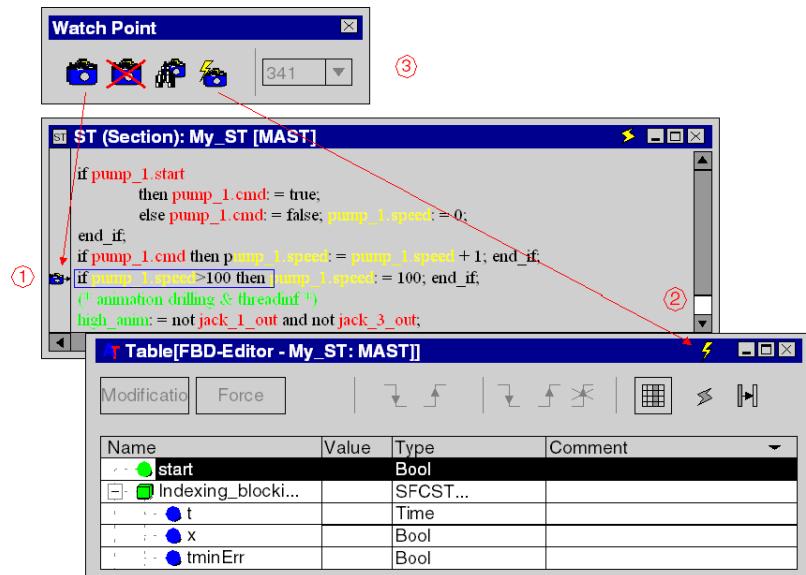
## Watch Point

Watch points allow you to view PLC data at the exact moment at which it is created (1) and not only at the end of a cycle.

Animation tables can be synchronized with the watch point (2).

A counter (3) determines how often the watch point has been updated.

ST section with watch point:



## Breakpoint

Breakpoints allow you to stop processing of the project at any point.

ST section with breakpoint:

```

ST1: [MAST]

TIMER(IN := NOT pulse;
      PT := #1s; (* Blink timer *)
pulse := TIMER.Q;

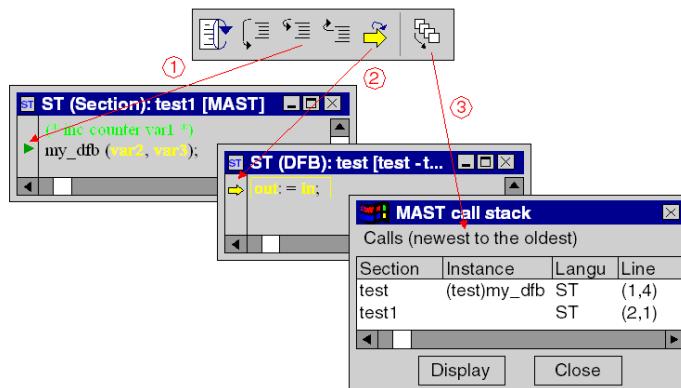
(* Count every pulse *)
IF pulse = 1 THEN
  count := count + 1;
END_IF;
(* Animate lights according to counter *)
CASE count OF
  1: out1 := TRUE;
  2: out2 := TRUE;
ELSE (* All lights are on, switch them off again and start from
      out1 := FALSE;
      out2 := FALSE;

```

## Single Step Mode

Single step mode allows you to execute the program step by step. Single step functions are provided if the project was stopped by reaching a breakpoint or if it is already in single step mode.

ST section in single step mode:



The following functions are provided in single step mode:

- Step by step execution of the program
- Stepln (1)
- StepOut
- StepOver
- Show Current Step (2)
- Call memory (3)

When the "step into" function is executed several times, the call memory enables the display of the entire path, starting with the first breakpoint

**NOTE:** Running the PLC program in step by step mode, as well as entering (Stepln) in a read/write protected section may lead to the inability to read the program and exit from the section. The user must switch the PLC in "Stop" mode to get back to the initial state.

## Bookmarks

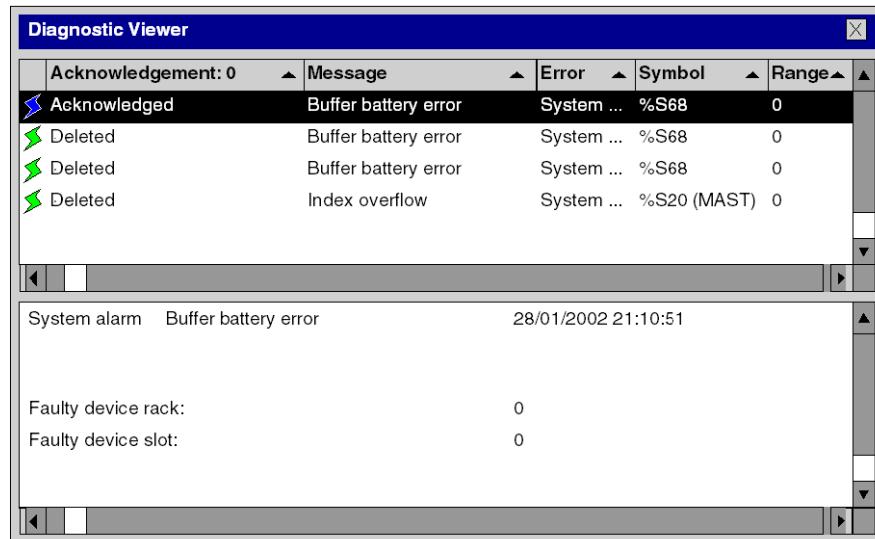
Bookmarks allow you to select code sections and easily find them again.

## Diagnostic Viewer

### Description

Unity Pro provides system and project diagnostics.

Errors which occur are displayed in a diagnostics window. The section which caused the error can be opened directly from the diagnostics window in order to correct the error.



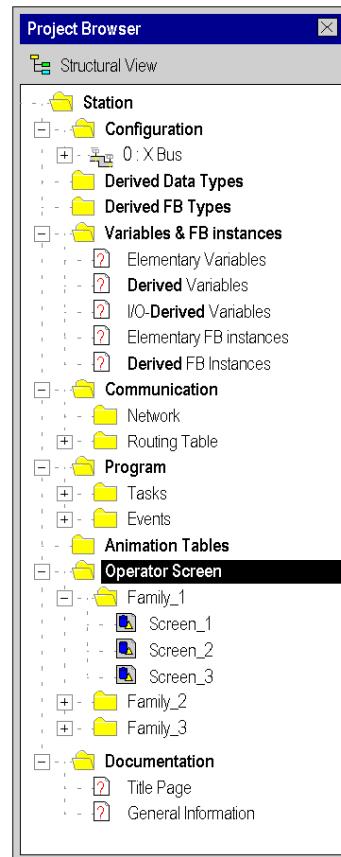
## Operator Screen

### Introduction

Operator windows visualize the automation process.

The operator screen editor makes it easy to create, change and manage operator screens.

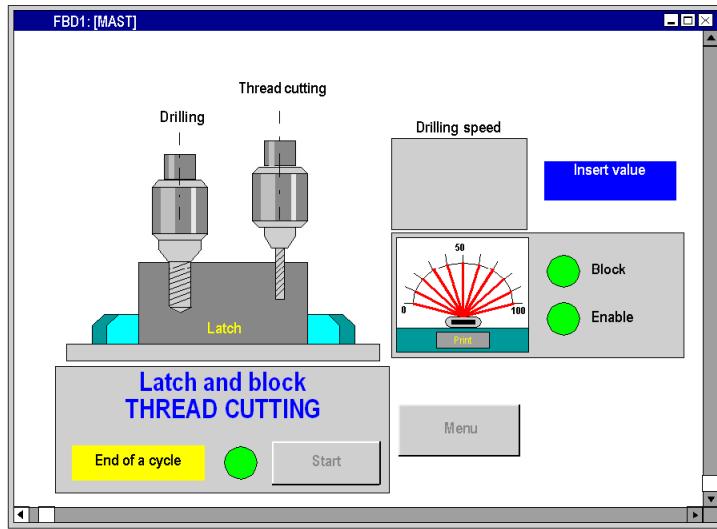
Operator screens are created and accessed via the project browser.



## Operator Screen Editor

An operator window contains much information (dynamic variables, overviews, written text, etc.) and makes it easy to monitor and change automation variables.

### Operator Screen



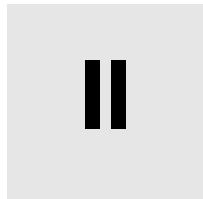
The operator screen editor offers the following features:

- Extensive visualization functions
  - Geometric elements  
Line, rectangle, ellipse, curve, polygon, bitmap, text
  - Control elements  
Buttons, control box, shifter, screen navigation, hyperlinks, input field, rotating field
  - Animation elements  
Bar chart, trend diagram, dialog, date, disappear, blinking colors, variable animation
- Create a library for managing graphical objects
- Copying objects
- Creating a list of all variables used in the operator screen
- Creating messages to be used in the operator screen
- Direct access from the operator screen to the animation table or the cross reference table for one or more variables
- Tooltips give additional information about the variables
- Managing operator screens in families
- Import/export of individual operator screens or entire families



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# Application Structure



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## In This Part

This part describes the application program and memory structures associated with each type of PLC.

### What Is in This Part?

This part contains the following chapters:

Chapter	Chapter Name	Page
2	Description of the Available Functions for Each Type of PLC	75
3	Application Program Structure	77
4	Application Memory Structure	115
5	Operating Modes	131
6	System Objects	157



---

## Description of the Available Functions for Each Type of PLC

2

---

### Functions Available for the Different Types of PLC

#### Programming Languages

All the following languages are available for platforms Modicon M340, Premium, Atrium and Quantum:

- LD
- FBD
- ST
- IL
- SFC

**NOTE:** Only LD and FBD languages are available on Quantum Safety PLCs.

## Tasks and Processes

The following table describes the available tasks and processes.

Platforms	Modicon M340		Premium: TSX			Atrium: TSX	Quantum: 140 CPU		
Processors	P34 1000	P34 20 <sup>**</sup>	P57 0244 P57 1 <sup>**</sup>	P57 2 <sup>**</sup> P57 3 <sup>**</sup> P57 4 <sup>**</sup> H57 24M H57 44M	P57 5 <sup>**</sup> P57 6634	PCI 57 204/354	31 <sup>****</sup> 43 <sup>****</sup> 53 <sup>****</sup>	651 <sup>**</sup> 652 60 670 60 671 60 672 60 672 61	651 60S 671 60S
Master task cyclic or periodic	X	X	X	X	X	X	X	X	X
Fast task periodic	X	X	X	X	X	X	X	X	-
Auxiliary tasks periodic	-	-	-	-	4	-	-	4	-
Maximum size of a section			64Kb					16Mb	-
I/O type event processing	32	64	32	64	128	64	64	128	-
Timer type event processing	16	32	-	-	32	-	16	32	-
Total of I/O type and Timer type event processing	32	64	32	64	128	64	64	128	-

**X or Value** available tasks or processes (the value is the maximum number)

- unavailable tasks or processes.

---

# Application Program Structure

3

---

## Subject of this Chapter

This chapter describes the structure and execution of the programs created using the Unity Pro software.

## What Is in This Chapter?

This chapter contains the following sections:

Section	Topic	Page
3.1	Description of Tasks and Processes	78
3.2	Description of Sections and Subroutines	84
3.3	Mono Task Execution	89
3.4	Multitasking Execution	97

## 3.1 Description of Tasks and Processes

---

### Subject of this Section

This section describes the tasks and processes that comprise the application program.

### What Is in This Section?

This section contains the following topics:

Topic	Page
Presentation of the Master Task	79
Presentation of the Fast Task	80
Presentation of Auxiliary Tasks	81
Overview of Event Processing	83

## Presentation of the Master Task

### General

The master task represents the main task of the application program. It is obligatory and created by default.

### Structure

The master task (MAST) is made up of sections and subroutines.

Each section of the master task is programmed in the following languages: LD, FBD, IL, ST or SFC.

The subroutines are programmed in LD, FBD, IL, or ST and are called in the task sections.

**NOTE:** SFC can be used only in the master task sections. The number of sections programmed in SFC is unlimited.

### Execution

You can choose the type of master task execution:

- cyclic (default selection)
- or periodic (1 to 255ms)

### Control

The master task can be controlled by program, by bits and system words.

System objects	Description
%SW0	Task period.
%S30	Master task activation.
%S11	Watchdog error.
%S19	Period overrun.
%SW27	Number of ms spent in the system during the last Mast cycle.
%SW28	Maximum overhead time (in ms) for Modicon M340.
%SW29	Minimum overhead time (in ms) for Modicon M340.
%SW30	Execution time (in ms) of the last cycle.
%SW31	Execution time (in ms) of the longest cycle.
%SW32	Execution time (in ms) of the shortest cycle.

## Presentation of the Fast Task

### General

The fast task is intended for short duration and periodic processing tasks.

### Structure

The fast task (FAST) is made up of sections and subroutines.

Each section of the fast task is programmed in one of the following languages: LD, FBD, IL or ST.

SFC language cannot be used in the sections of a fast task.

Subroutines are programmed in LD, FBD, IL, or ST language and are called in the task sections.

### Execution

The execution of the fast task is periodic.

It is higher priority than the master task.

The period of the fast task (FAST) is fixed by configuration, from 1 to 255ms.

The executed program must however remain short to avoid the overflow of lower-priority tasks.

### Control

The fast task can be controlled by program by bits and system words.

System objects	Description
%SW1	Task period.
%S31	Fast task activation.
%S11	Watchdog error
%S19	Period overrun.
%SW33	Execution time (in ms) of the last cycle.
%SW34	Execution time (in ms) of the longest cycle.
%SW35	Execution time (in ms) of the shortest cycle.

## Presentation of Auxiliary Tasks

### General

The auxiliary tasks are intended for slower processing tasks. These are the least priority tasks.

It is possible to program up to 4 auxiliary tasks (AUX0, AUX1, AUX2 or AUX3) on the Premium TSX P57 5•• and Quantum 140 CPU 6••• PLCs. Auxiliary tasks are not available for Modicon M340 PLCs.

### Structure

The auxiliary tasks (AUX) are made up of sections and subroutines.

Each section of the auxiliary task is programmed in one of the following languages: LD, FBD, IL or ST.

The SFC language is not usable in the sections of an auxiliary task.

A maximum of 64 subroutines can be programmed in the LD, FBD, IL or ST language. These are called in the task sections.

### Execution

The execution of auxiliary tasks is periodic .

They are the least priority.

The auxiliary task period can be fixed from 10ms to 2.55s.

### Control

The auxiliary tasks can be controlled by program by bits and system words.

System objects	Description
%SW2	Period of auxiliary task 0.
%SW3	Period of auxiliary task 1.
%SW4	Period of auxiliary task 2.
%SW5	Period of auxiliary task 3.
%S32	Activation of auxiliary task 0.
%S33	Activation of auxiliary task 1.
%S34	Activation of auxiliary task 2.
%S35	Activation of auxiliary task 3.
%S11	Watchdog error
%S19	Period overrun.
%SW36	Execution time (in ms) of the last cycle of auxiliary task 0.

<b>System objects</b>	<b>Description</b>
%SW39	Execution time (in ms) of the last cycle of auxiliary task 1.
%SW42	Execution time (in ms) of the last cycle of auxiliary task 2.
%SW45	Execution time (in ms) of the last cycle of auxiliary task 3.
%SW37	Execution time (in ms) of the longest cycle of auxiliary task 0.
%SW40	Execution time (in ms) of the longest cycle of auxiliary task 1.
%SW43	Execution time (in ms) of the longest cycle of auxiliary task 2.
%SW46	Execution time (in ms) of the longest cycle of auxiliary task 3.
%SW38	Execution time (in ms) of the shortest cycle of auxiliary task 0.
%SW41	Execution time (in ms) of the shortest cycle of auxiliary task 1.
%SW44	Execution time (in ms) of the shortest cycle of auxiliary task 2.
%SW47	Execution time (in ms) of the shortest cycle of auxiliary task 3.

## Overview of Event Processing

### General

Event processing is used to reduce the response time of the application program to events:

- coming from input/output modules,
- from event timers.

These processing tasks are performed with priority over all other tasks. They are therefore suited to processing tasks requiring a very short response time in relation to the event.

The number of event processing tasks (*see page 76*) that can be programmed depends on the type of processor.

### Structure

An event processing task is monosectional, and made up of a single (unconditioned) section.

It is programmed in either LD, FBD, IL or ST language.

Two types of event are offered:

- I/O event: for events coming from input/output modules
- TIMER event: for events coming from event timers.

### Execution

The execution of an event processing task is asynchronous.

The occurrence of an event reroutes the application program to the processing task associated with the input/output channel or event timer which caused the event.

### Control

The following system bits and words can be used to control event processing tasks during the execution of the program.

System objects	Description
%S38	Activation of event processing.
%S39	Saturation of the event call management stack.
%SW48	Number of IO events and telegram processing tasks executed. <b>NOTE:</b> TELEGRAM is available only for PREMIUM (not on Quantum neither M340)
%SW75	Number of timer type events in the queue.

## 3.2 Description of Sections and Subroutines

---

### Aim of this Section

This section describes the sections and the subroutines that make up a task.

### What Is in This Section?

This section contains the following topics:

Topic	Page
Description of Sections	85
Description of SFC sections	87
Description of Subroutines	88

## Description of Sections

### Overview of the Sections

Sections are autonomous programming entities.

The identification tags of the instruction lines, the contact networks, etc. are specific to each section (no program jump to another section is possible).

These are programmed either in:

- Ladder language (LD)
- Functional block language (FBD)
- Instruction List (IL)
- Structured Text (ST)
- or Sequential Function Charting (SFC)

on condition that the language is accepted in the task.

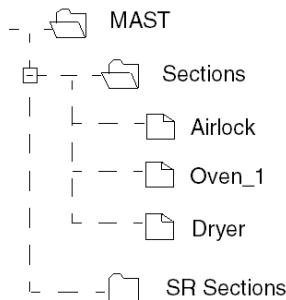
The sections are executed in the order of their programming in the browser window (structure view).

An execution condition can be associated with one or more sections in the master, fast and auxiliary tasks, but not in the event processing tasks.

The sections are linked to a task. The same section cannot belong simultaneously to several tasks.

### Example

The following diagram shows a task structured into sections.



## Characteristics of a Section

The following table describes the characteristics of a section.

Characteristic	Description
Name	32 characters maximum (accents are possible, but spaces are not allowed).
Language	LD, FBD, IL, ST or SFC
Task or processing	Master, fast, auxiliary, event
Condition (optional)	A BOOL or EBOOL type bit variable can be used to condition the execution of the section.
Comment	256 characters maximum
Protection	Write-protection, read/write protection.

## Description of SFC sections

### General

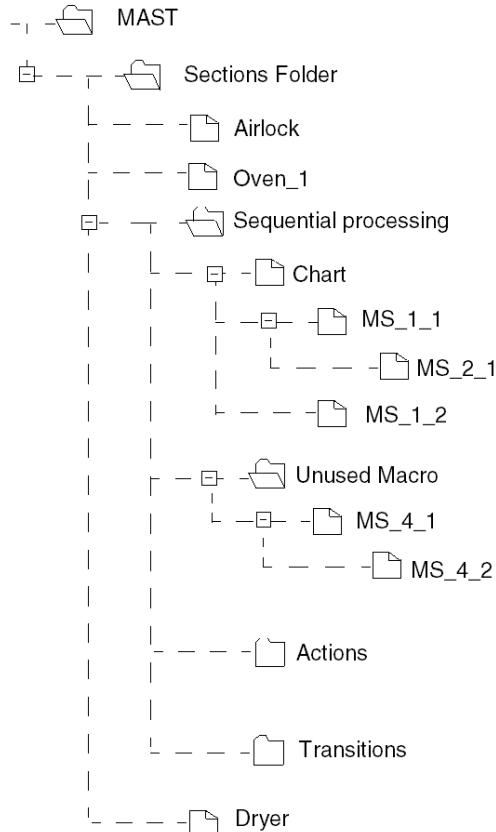
The sections in Sequential Function Chart language are made up of:

- a main chart programmed in SFC
- macro steps (MS) programmed in SFC
- actions and transitions programmed in LD, FBD, ST, or IL

The SFC sections are programmable only in the master task (see detailed description of SFC sections)

### Example

The following diagram gives an example of the structure of an SFC section, and uses the chart to show the macro step calls that are used.



## Description of Subroutines

### Overview of Subroutines

Subroutines are programmed as separate entities, either in:

- Ladder language (LD),
- Functional block language (FBD),
- Instruction List (IL),
- Structured Text (ST).

The calls to subroutines are carried out in the sections or from another subroutine.

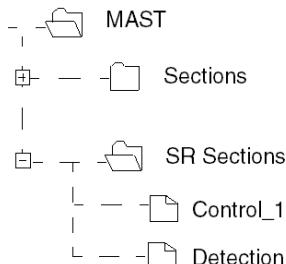
The number of nestings is limited to 8.

A subroutine cannot call itself (non recursive).

Subroutines are also linked to a task. The same subroutine cannot be called from several different tasks.

### Example

The following diagram shows a task structured into sections and subroutines.



### Characteristics of a Subroutine

The following table describes the characteristics of a subroutine.

Characteristic	Description
Name	32 characters maximum (accents are possible, but spaces are not allowed).
Language	LD, FBD, IL or ST.
Task	Master, fast or auxiliary
Comment	512 characters maximum

## 3.3 Mono Task Execution

---

### Subject of this Section

This section describes how a mono task application operates.

### What Is in This Section?

This section contains the following topics:

Topic	Page
Description of the Master Task Cycle	90
Mono Task: Cyclic Execution	92
Periodic Execution	93
Control of Cycle Time	94
Execution of Quantum Sections with Remote Inputs/Outputs	95

## Description of the Master Task Cycle

### General

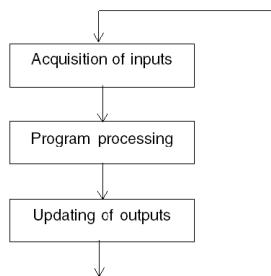
The program for a mono task application is associated with a single user task, the master task (*see page 79*).

You can choose the type of master task execution:

- cyclic
- periodic

### Illustration

The following illustration shows the operating cycle.



### Description of the Different Phases

The table below describes the operating phases.

Phase	Description
Acquisition of inputs	Writing to memory of the status of the data on the inputs of the discrete and application-specific modules associated with the task, These values can be modified by forcing values.
Program processing	Execution of application program, written by the user,
Updating of outputs	Writing of output bits or words to the discrete or application-specific modules associated with the task depending on the state defined by the application. As for the inputs, the values written to the outputs can be modified by forcing values.

**NOTE:** During the input acquisition and output update phases, the system also implicitly monitors the PLC (management of system bits and words, updating of current values of the real time clock, updating of status LEDs and LCD screens (not for Modicon M340), detection of changes between RUN/STOP, etc.) and the processing of requests from the terminal (modifications and animation).

## Operating Mode

**PLC in RUN**, the processor carries out internal processing, input acquisition, processing of the application program and the updating of outputs in that order.

**PLC in STOP**, the processor carries out:

- internal processing,
- input acquisition (1),
- and depending on the chosen configuration:
  - fallback mode: the outputs are set to fallback position.
  - maintain mode: the last value of the outputs is maintained.

(1) for Quantum PLCs, input acquisition is inhibited when the PLC is in STOP.

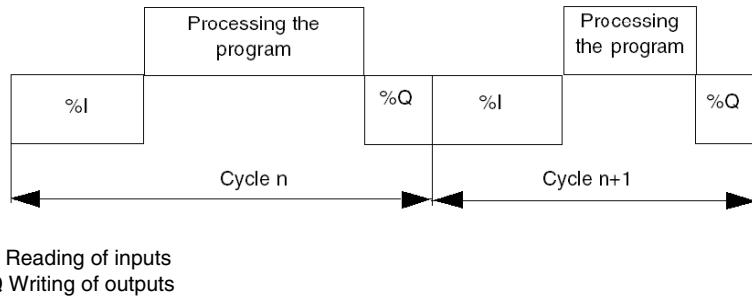
## Mono Task: Cyclic Execution

### General

The master task operates as outlined below. A description is provided of cyclic execution of the master task in mono task operation.

### Operation

The following drawing shows the execution phases of the PLC cycle.



### Description

This type of operation consists of sequencing the task cycles, one after another.

After having updated the outputs, the system performs its own specific processing then starts another task cycle, without pausing.

### Cycle Check

The cycle is checked by the watchdog (*see page 94*).

## Periodic Execution

### Description

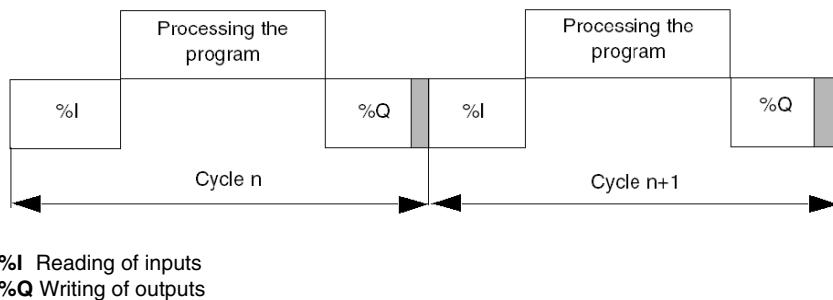
In this operating mode, input acquisition, the processing of the application program and the updating of outputs are all carried out periodically over a defined period of 1 to 255 ms.

At the start of the PLC cycle, a time out whose current value is initialized to the defined period starts the countdown.

The PLC cycle must be completed before this time out expires and launches a new cycle.

### Operation

The following diagram shows the execution phases of the PLC cycle.



### Operating Mode

The processor carries out internal processing, input acquisition, processing of the application program and the updating of outputs in that order.

- If the period is not yet over, the processor completes its operating cycle until the end of the period by performing internal processing.
- If the operating time is longer than that assigned to the period, the PLC signals a period overrun by setting the system bit %S19 of the task to 1. Processing then continues and is executed fully (however, it must not exceed the watchdog time limit). The following cycle is started after the outputs have been implicitly written for the current cycle.

### Cycle Check

Two checks are carried out:

- period overrun (*see page 94*),
- by watchdog (*see page 94*).

## Control of Cycle Time

### General

The period of master task execution, in cyclic or periodic operation, is controlled by the PLC (watchdog) and must not exceed the value defined in Tmax configuration (1500 ms by default, 1.5 s maximum).

### Software Watchdog (Periodic or Cyclic Operation)

If watchdog overflow should occur, the application is declared in error, which causes the PLC to stop immediately (HALT state).

The bit %S11 indicates a watchdog overflow. It is set to 1 by the system when the cycle time becomes greater than the watchdog.

The word %SW11 contains the watchdog value in ms. This value is not modifiable by the program.

#### NOTE:

- The reactivation of the task requires the terminal to be connected in order to analyze the cause of the error, correct it, reinitialize the PLC and switch it to RUN.
- It is not possible to exit HALT by switching to STOP. To do this you must reinitialize the application to ensure consistency of data.

### Control in Periodic Operation

In periodic operation, an additional control enables a period overrun to be detected. A period overrun does not cause the PLC to stop if it remains less than the watchdog value.

The bit %S19 indicates a period overflow. It is set to 1 by the system, when the cycle time becomes greater than the task period.

The word %SW0 contains the value of the period (in ms). It is initialized on cold restart by the defined value. It can be changed by the user.

### Exploitation of Master Task Execution Times

The following system words can be used to obtain information on the cycle time:

- %SW30 contains the execution time of the last cycle
- %SW31 contains the execution time of the longest cycle
- %SW32 contains the execution time of the shortest cycle

**NOTE:** These different items of information can also be accessed explicitly from the configuration editor.

## Execution of Quantum Sections with Remote Inputs/Outputs

### General

Quantum PLCs have a specific section management system. It applies to stations with remote inputs/outputs.

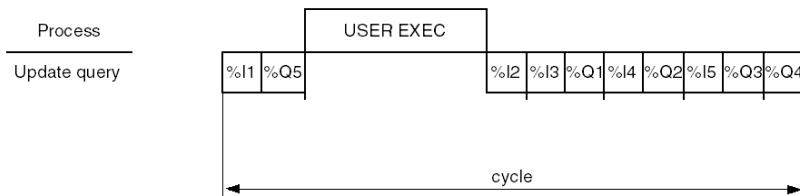
These stations are used with following RIO modules:

- 140 CRA 931 00
- 140 CRA 932 00

This system allows remote inputs/outputs to be updated on sections with optimum response times (without waiting for the entire task cycle before updating the inputs/outputs).

### Operation

The following diagram shows the IO phases when 5 drops are associated to client task sections.



%I<sub>i</sub> inputs of drop No. i

%Q<sub>i</sub> outputs of drop No. i

i drop number

**Description**

Phase	Description
1	Request to update: <ul style="list-style-type: none"><li>● the inputs of the first drop (i=1)</li><li>● the outputs of the last drop (i=5)</li></ul>
2	Processing the program
3	<ul style="list-style-type: none"><li>● Updating the inputs of the first drop (i=1)</li><li>● Request to update the inputs of the second drop (i=2)</li></ul>
4	Request to update: <ul style="list-style-type: none"><li>● the inputs of the third drop (i=3)</li><li>● the outputs of the first drop (i=1)</li></ul>
5	Request to update: <ul style="list-style-type: none"><li>● the inputs of the fourth drop (i=4)</li><li>● the outputs of the second drop (i=2)</li></ul>
6	Request to update: <ul style="list-style-type: none"><li>● the inputs of the last drop (i=5)</li><li>● the outputs of the third drop (i=3)</li></ul>
7	Request to update the outputs of the fourth drop (i=4)

**Adjustment of the Drop Hold-Up Time Value**

In order for the remote outputs to be correctly updated and avoid fallback values to be applied, the drop hold-up time must be set to at least twice the mast task cycle time. Therefore the default value, 300 ms, must be changed if the MAST period is set to the maximum value, 255 ms. The adjustment of the Drop Hold-Up time (see *Modicon Quantum, Hot Standby System, User Manual*) must be done on all configured drops.

## 3.4 Multitasking Execution

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### Subject of this Section

This section describes how a multitasking application operates.

### What Is in This Section?

This section contains the following topics:

Topic	Page
Multitasking Software Structure	98
Sequencing of Tasks in a Multitasking Structure	100
Task Control	102
Assignment of Input/Output Channels to Master, Fast and Auxiliary Tasks	105
Management of Event Processing	107
Execution of TIMER-type Event Processing	108
Input/Output Exchanges in Event Processing	112
How to Program Event Processing	113

## Multitasking Software Structure

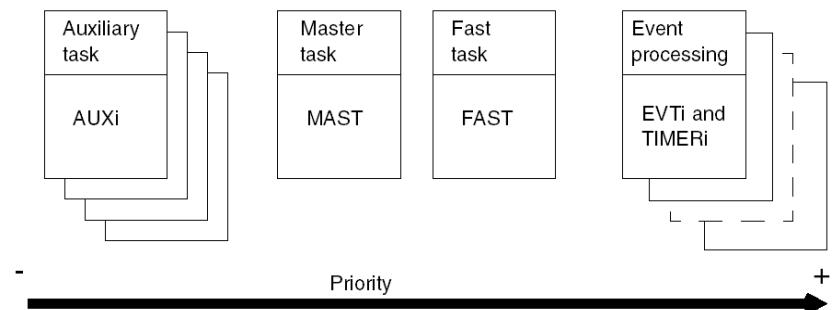
### Tasks and Processing

The task structure of this type of application is as follows:

Task/Processing	Designation	Description
Master	MAST	Always present, may be cyclic or periodic.
Fast	FAST	Optional, always periodic.
Auxiliary	AUX 0 to 3	Optional and always periodic.
Event	EVTi and TIMERi <i>(see page 107)</i>	Called by the system when an event occurs on an input/output module or triggered by the event timer. These types of processing are optional and can be used by applications that need to act on inputs/outputs within a short response time.

### Illustration

The following diagram shows the tasks in a multitasking structure and their level of priority.



### Description

The master (MAST) task is still the application base. The other tasks differ depending on the type of PLC (*see page 76*).

Levels of priority are fixed for each task in order to prioritize certain types of processing.

Event processing can be activated asynchronously with respect to periodic tasks by an order generated by external events. It is processed as a priority and requires any processing in progress to be stopped.

## Subroutine limitations

In Unity Pro version 6.0 or higher, subroutines can only be used in one task. For example, **MASK** subroutines cannot be called from **TIMER** and **EVENT** tasks.

## Precautions

### CAUTION

#### **UNEXPECTED MULTITASK APPLICATION BEHAVIOR**

The sharing of Inputs/Outputs between different tasks can lead to unforeseen behavior by the application.

We specifically recommend you associate each output or each input to one task only.

**Failure to follow these instructions can result in injury or equipment damage.**

#### **NOTE:**

During an update of %M linked to **FAST** task I/O, you must either:

- do them at the same time in the **FAST** task
- mask the **FAST** task (%S31) while updating

## Sequencing of Tasks in a Multitasking Structure

### General

The master task is active by default.

The fast and auxiliary tasks are active by default if they have been programmed.

Event processing is activated when the associated event occurs.

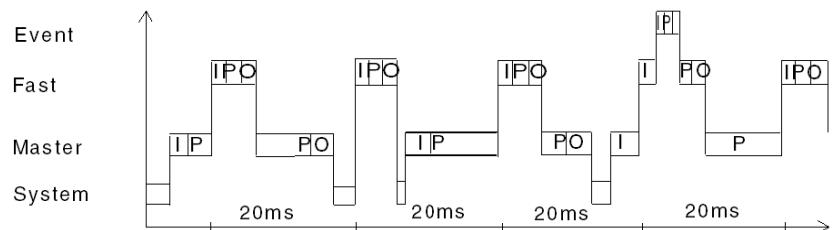
### Operation

The table below describes the execution of priority tasks (this operation is also illustrated in the diagram below).

Phase	Description
1	Occurrence of an event or start of the fast task cycle.
2	Execution of lower priority tasks in progress stopped,
3	Execution of the priority task.
4	The interrupted task takes over again when processing of the priority task is complete.

### Description of the Task Sequence

The following diagram illustrates the task sequence of multitasking processing with a cyclic master task, a fast task with a 20ms period and event processing.



#### Legend:

I: acquisition of inputs

P: program processing

O: updating of outputs

## Task Control

The execution of fast and event processing tasks can be controlled by the program using the following system bits:

- %S30 is used to control whether or not the MAST master task is active
- %S31 is used to control whether or not the FAST task is active..
- %S32 to %S35 are used to control whether or not the auxiliary tasks AUX0 to AUX3 are active.
- %S38 is used to control whether EVT<sub>i</sub> event processing is active.

**NOTE:** The elementary functions MASKEVT and UNMASKEVT also allow the global masking and unmasking of events by the program.

## Task Control

### Cyclic and Periodic Operation

In multitasking operation, the highest priority task shall be used in periodic mode in order to allow enough time for lower priority tasks to be executed.

For this reason, only the task with the lowest priority should be used in cyclic mode. Thus, choosing cyclic operating mode for the master task excludes using auxiliary tasks.

### Measurement of Task Durations

The duration of tasks is continually measured. This measurement represents the duration between the start and the end of execution of the task. This measurement includes the time taken up by tasks of higher priority which may interrupt the execution of the task being measured.

The following system words (*see page 189*) give the current, maximum and minimum cycle times for each task (value in ms)

Measurement of times	MAST	FAST	AUX0	AUX1	AUX2	AUX3
Current	%SW30	%SW33	%SW36	%SW39	%SW42	%SW45
Maximum	%SW31	%SW34	%SW37	%SW40	%SW43	%SW46
Minimum	%SW32	%SW35	%SW38	%SW41	%SW44	%SW47

**NOTE:** The maximum and minimum times are taken from the times measured since the last cold restart.

### Task Periods

The task periods are defined in the task properties. They can be modified by the following system words.

System words	Task	Values	Default values	Observations
%SW0	MAST	0..255ms	Cyclic	0 = cyclic operation
%SW1	FAST	1..255ms	5ms	-
%SW2	AUX0	10ms..2.55s	100ms	The values of the period are expressed in 10ms.
%SW3	AUX1	10ms..2.55s	200ms	
%SW4	AUX2	10ms..2.55s	300ms	
%SW5	AUX3	10ms..2.55s	400ms	

When the cycle time of the task exceeds the period, the system sets the system bit %S19 of the task to 1 and continues with the following cycle.

**NOTE:** The values of the periods do not depend on the priority of tasks. It is possible to define the period of a fast task which is larger than the master task.

## Watchdog

The execution of each task is controlled by a configurable watchdog by using the task properties.

The following table gives the range of watchdog values for each of the tasks:

Tasks	Watchdog values (min...max) (ms)	Default watchdog value (ms)	Associated system word
MAST	10..1500	250	%SW11
FAST	10..500	100	-
AUX0	100..5000	2000	-
AUX1	100..5000	2000	-
AUX2	100..5000	2000	-
AUX3	100..5000	2000	-

If watchdog overflow should occur, the application is declared in error, which causes the PLC to stop immediately (HALT state).

The word %SW11 contains the watchdog value of the master task in ms. This value is not modifiable by the program.

The bit %S11 indicates a watchdog overflow. It is set to 1 by the system when the cycle time becomes greater than the watchdog.

### NOTE:

- The reactivation of the task requires the terminal to be connected in order to analyze the cause of the error, correct it, reinitialize the PLC and switch it to RUN.
- It is not possible to exit HALT by switching to STOP. To do this you must reinitialize the application to ensure consistency of data.

## Task Control

When the application program is being executed, it is possible to activate or inhibit a task by using the following system bits:

System bits	Task
%S30	MAST
%S31	FAST
%S32	AUX0
%S33	AUX1
%S34	AUX2
%S35	AUX3

The task is active when the associated system bit is set to 1. These bits are tested by the system at the end of the master task.

When a task is inhibited, the inputs continue to be read and the outputs continue to be written.

On startup of the application program, for the first execution cycle only the master task is active. At the end of the first cycle the other tasks are automatically activated except if one of the tasks is inhibited (associated system bit set to 0) by the program.

## Controls on Input Reading and Output Writing Phases

The bits of the following system words can be used (only when the PLC is in RUN) to inhibit the input reading and output writing phases.

Inhibition of phases...	MAST	FAST	AUX0	AUX1	AUX2	AUX3
reading of inputs	%SW8.0	%SW8.1	%SW8.2	%SW8.3	%SW8.4	%SW8.5
writing of outputs	%SW9.0	%SW9.1	%SW9.2	%SW9.3	%SW9.4	%SW9.5

**NOTE:** By default, the input reading and output writing phases are active (bits of system words %SW8 and %SW9 set to 0).

On Quantum, inputs/outputs which are distributed via DIO bus are not assigned by the words %SW8 and %SW9.

## Assignment of Input/Output Channels to Master, Fast and Auxiliary Tasks

### General

Each task writes and reads the inputs/outputs assigned to it.

The association of a channel, group of channels or an input/output module with a task is defined in the configuration screen of the corresponding module.

The task that is associated by default is the MAST task.

### Reading of Inputs and Writing of Outputs on Premium

All the input/output channels of in-rack modules can be associated with a task (MAST, FAST or AUX 0..3).

#### **Local and remote inputs/outputs (X bus):**

For each task cycle, the inputs are read at the start of the task and the outputs are written at the end of the task.

#### **Remote inputs/outputs on Fipio bus:**

**In controlled mode**, the refreshing of inputs/outputs is correlated with the task period. The system guarantees that inputs/outputs are updated in a single period. Only the inputs/outputs associated with this task are refreshed.

In this mode, the period of the PLC task (MAST, FAST or AUX) must be greater than or equal to the network cycle time.

**In free mode**, no restriction is imposed on the task period. The PLC task period (MAST, FAST or AUX) can be less than the network cycle. If this is the case, the task can be executed without updating the inputs/outputs. Selecting this mode gives you the possibility of having the lowest possible task times for applications where speed is critical.

### Reading of Inputs and Writing of Outputs on Quantum

#### **Local inputs/outputs:**

Each input/output module or group of modules can be associated with a single task (MAST, FAST or AUX 0..3).

#### **Remote inputs/outputs:**

Remote input/output stations can only be associated with the master (MAST) task. The assignment is made for sections (*see page 95*), with 1 remote input station and 1 remote output station per section.

#### **Distributed inputs/outputs:**

Distributed input/output stations can only be associated with the master (MAST) task.

The inputs are read at the start of the master task and the outputs are written at the end of the master task.

### Example on Premium

With its 8 successive channel modularity (channels 0 to 7, channels 8 to 15, etc.), the inputs/outputs of the Premium discrete modules can be assigned in groups of 8 channels, independently of the MAST, AUXi or FAST task.

**Example:** it is possible to assign the channels of a 28 input/output module as follows:

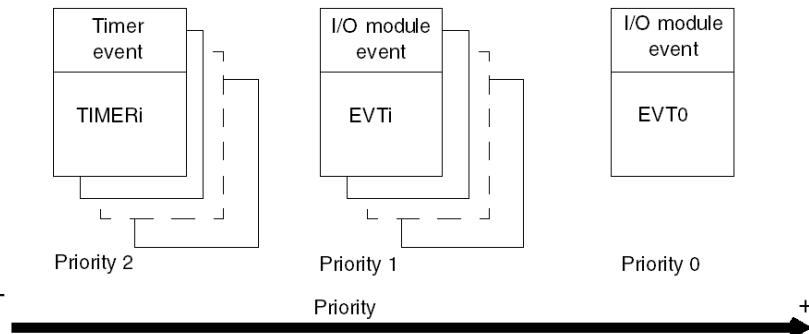
- inputs 0 to 7 assigned to the MAST task,
- inputs 8 to 15 assigned to the FAST task,
- outputs 0 to 7 assigned to the MAST task,
- outputs 8 to 15 assigned to the AUX0 task.

## Management of Event Processing

### General

Event processing takes priority over tasks.

The following illustration describes the 3 defined levels of priority:



### Management of Priorities

- EVT0 event processing is the highest priority processing. It can itself interrupt other types of event processing.
- EVT<sub>i</sub> event processing triggered by input/output modules (priority 1) take priority over TIMER<sub>i</sub> event processing triggered by timers (priority 2).
- **On Modicon M340, Premium and Atrium PLCs:** types of event processing with priority level 1 are stored and processed in order.
- **On Quantum PLC:** the priority of priority 1 processing types is determined:
  - by the position of the input/output module in the rack,
  - by the position of the channel in the module.

The module with the lowest position number has the highest level of priority.

- Event processing triggered by timer is given priority level 2. The processing priority is determined by the lowest timer number.

### Control

The application program can globally validate or inhibit the various types of event processing by using the system bit %S38. If one or more events occur while they are inhibited, the associated processing is lost.

Two elementary functions of the language, `MASKEVT()` and `UNMASKEVT()`, used in the application program can also be used to mask or unmask event processing.

If one or more events occur while they are masked, they are stored by the system and the associated processing is carried out after unmasking.

## Execution of TIMER-type Event Processing

### Description

TIMER-type event processing is any process triggered by the ITCNTRL (*see Unity Pro, System, Block Library*) function.

This timer function periodically activates event processing every time the preset value is reached.

### Reference

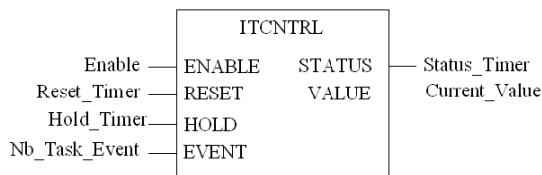
The following parameters are selected in the event processing properties.

Parameter	Value	Default value	Role
Time base	1 ms, 10ms, 100ms, 1 sec	10ms	Timer time base. Note: the time base of 1ms should be used with care, as there is a risk of overrun if the processing triggering frequency is too high.
Preset	1..1023	10	Timer preset value. The time period obtained equals: Preset x Time Base.
Phase	0..1023	0	The value of the temporal offset between the STOP/RUN transition of the PLC and the first restart of the timer from 0. The temporal value equals: Phase x Time Base.

**NOTE:** The Phase must be lower than Preset in TIMER-type Event.

### ITCNTRL Function

Representation in FBD:



The following table describes the input parameters:

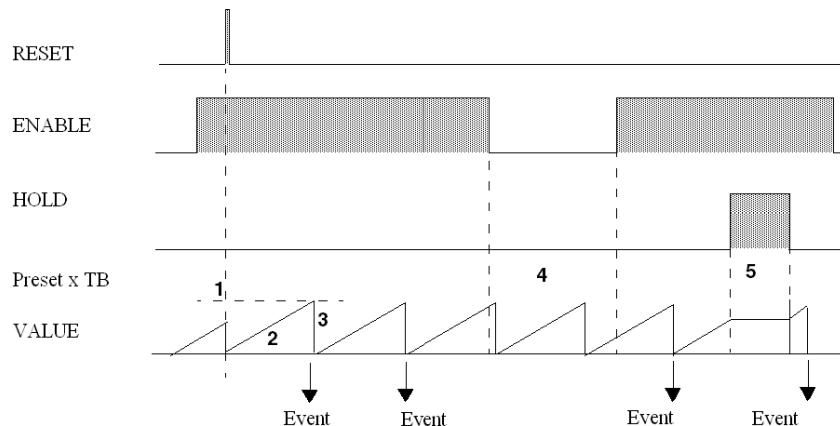
Parameter	Type	Comment
Enable	BOOL	Enable input selected
Reset_Timer	BOOL	At 1 resets the timer
Hold_Timer	BOOL	At 1, freezes timer incrementation.
Nb_Task_Event	BYTE	Input byte which determines the event processing number to be triggered.

The following table describes the output parameters:

Parameter	Type	Comment
Status_Timer	WORD	Status word.
Current_Value	TIME	Current value of timer.

### Timing Diagram for Normal Operation

Timing diagram.



## Normal operation

The following table describes the triggering of TIMER-type event processing operations (see timing diagram above).

Phase	Description
1	When a rising edge is received on the <code>RESET</code> input, the timer is reset to 0.
2	The current value <code>VALUE</code> of the timer increases from 0 towards the preset value at a rate of one unit for each pulse of the time base.
3	An event is generated when the current value has reached the preset value, the timer is reset to 0, and then reactivated. The associated event processing is also triggered, if the event is not masked. It can be deferred if an event processing task with a higher or identical priority is already in progress.
4	When the <code>ENABLE</code> input is at 0, the events are no longer sent out. TIMER type event processing is no longer triggered.
5	When the <code>HOLD</code> input is at 1, the timer is frozen, and the current value stops incrementing, until this input returns to 0.

## Event Processing Synchronization

The Phase parameter is used to trigger different TIMER-type event processing tasks at constant time intervals.

This parameter set a temporal offset value with an absolute time origin, which is the last passage of the PLC from STOP to RUN.

### Operating condition:

- The event processing tasks must have the same time base and preset values.
- The `RESET` and `HOLD` inputs must not be set to 1.

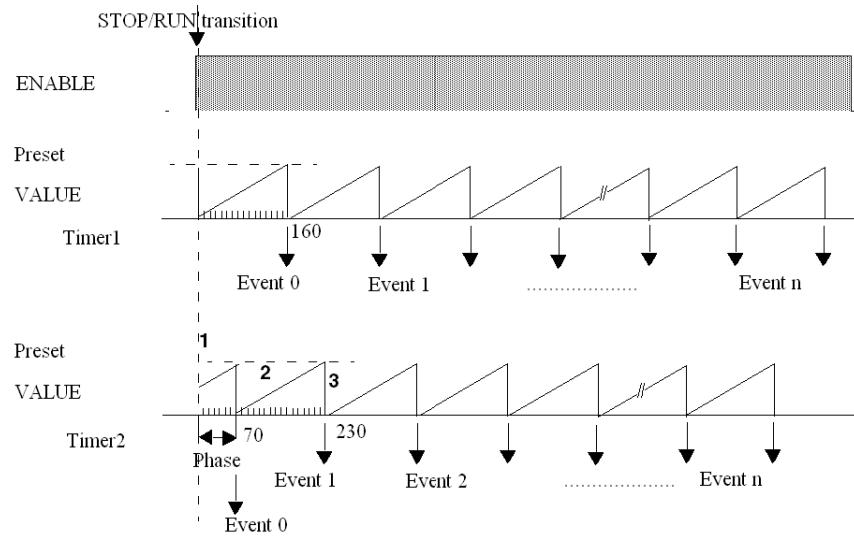
**Example:** 2 event processing tasks Timer1 and Timer2 to be executed at 70ms interval.

Timer1 can be defined with a phase equal to 0 and the second Timer2 with a phase of 70ms (phase of 7 and time base of 10ms).

Any event triggered by the timer associated with the Timer1 processing task shall be followed after an interval of 70ms by an event from the timer associated with the Timer2 processing task

## Timing Diagram: STOP/RUN Transition

Timing diagram of the example provided above with the same preset value of 16 (160ms) for Timer1 and Timer2.



## Operation after PLC STOP/RUN

The following table describes the operation of the PLC after a transition from STOP into RUN (see timing diagram above):

Phase	Description
1	ON a STOP RUN transition of the PLC, timing is triggered so that the preset value is reached at the end of a time period equal to Phase x time base, when the first event is sent out.
2	The current value <b>VALUE</b> of the timer increases from 0 towards the preset value at a rate of one unit for each pulse of the time base.
3	An event is generated when the current value has reached the preset value, the timer is reset to 0, and then reactivated. The associated event processing is also triggered, if the event is not masked. If can be deferred, if there is an event processing task of higher or identical priority already in progress.

## Input/Output Exchanges in Event Processing

### General

With each type of event processing it is possible to use other input/output channels than those for the event.

As with tasks, exchanges are then performed implicitly by the system before (%I) and after (%Q) application processing.

### Operation

The following table describes the exchanges and processing performed.

Phase	Description
1	The occurrence of an event reroutes the application program to perform the processing associated with the input/output channel which caused the event.
2	All inputs associated with event processing are acquired automatically.
3	The event processing is executed. It must be as short as possible.
4	All the outputs associated with the event processing are updated.

### Premium/Atrium PLCs

The inputs acquired and the outputs updated are:

- the inputs associated with the channel which caused the event
- the inputs and outputs used during event processing

**NOTE:** These exchanges may relate:

- to a channel (e.g. counting module) or
- to a group of channels (discrete module). In this case, if the processing modifies, for example, outputs 2 and 3 of a discrete module, the image of outputs 0 to 7 is then transferred to the module.

### Quantum PLCs

The inputs acquired and the outputs updated are selected in the configuration. Only local inputs/outputs can be selected.

### Programming Rule

The inputs (and the associated group of channels) exchanged during the execution of event processing are updated (loss of historical values, and thus edges). You should therefore avoid testing fronts on these inputs in the master (MAST), fast (FAST) or auxiliary (AUXi) tasks.

## How to Program Event Processing

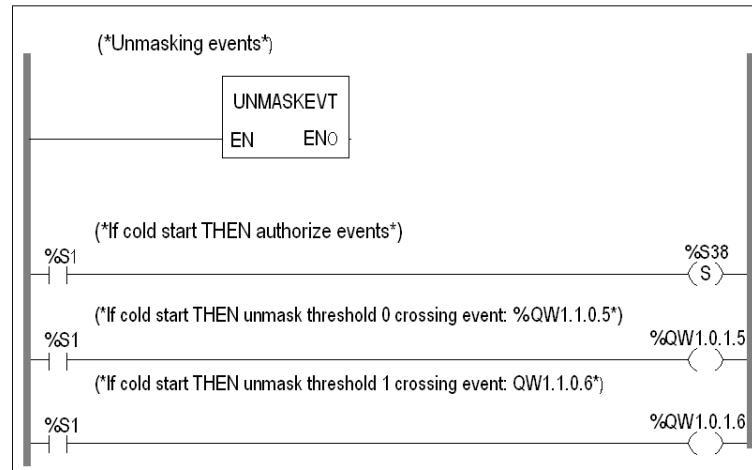
### Procedure

The table below summarizes the essential steps for programming event processing.

Step	Action
1	<b>Configuration phase</b> (for events triggered by input/output modules) In offline mode, from the configuration editor, select <b>Event Processing</b> (EVT) and the event processing number for the channel of the input/output module concerned.
2	<b>Unmasking phase</b> The task which can be interrupted must in particular: <ul style="list-style-type: none"> <li>● Enable processing of events at system level: set bit %S38 to 1 (default value).</li> <li>● Unmask events with the instruction <code>UNMASKEVT</code> (active by default).</li> <li>● Unmask the events concerned at channel level (for events triggered by input/output modules) by setting the input/output module's implicit language objects for unmasking of events to 1. By default, the events are masked.</li> <li>● Check that the stack of events at system level is not saturated (bit %S39 must be at 0).</li> </ul>
3	<b>Event program creation phase</b> The program must: <ul style="list-style-type: none"> <li>● Determine the origin of the event(s) on the basis of the event status word associated with the input/output module if the module is able to generate several events.</li> <li>● Carry out the reflex processing associated with the event. This process must be as short as possible.</li> <li>● Write the reflex outputs concerned.</li> </ul> <p><b>Note:</b> the event status word is automatically reset to zero.</p>

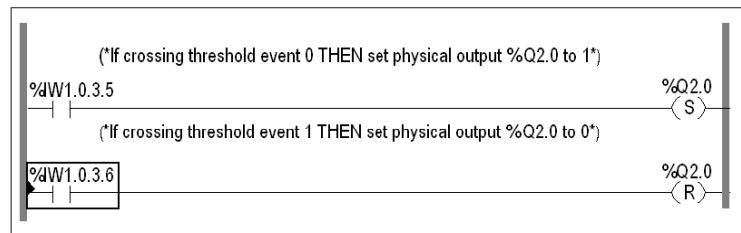
### Illustration of Event Unmasking

This figure shows event unmasking in the MAST task.



### Illustration of the Contents of Event Processing

This figure shows the possible contents of event processing (bit test and action).



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# Application Memory Structure

4

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## Subject of this Chapter

This chapter describes the application memory structure of Premium, Atrium and Quantum PLCs.

## What Is in This Chapter?

This chapter contains the following sections:

Section	Topic	Page
4.1	Memory Structure of the Premium, Atrium and Modicon M340 PLCs	116
4.2	Memory Structure of Quantum PLCs	124

## 4.1 Memory Structure of the Premium, Atrium and Modicon M340 PLCs

---

### Subject of this Section

This section describes memory structure and detailed description of the memory zones of the Premium, Atrium and Modicon M340 PLCs.

### What Is in This Section?

This section contains the following topics:

Topic	Page
Memory Structure of Modicon M340 PLCs	117
Memory Structure of Premium and Atrium PLCs	121
Detailed Description of the Memory Zones	123

## Memory Structure of Modicon M340 PLCs

### Overview

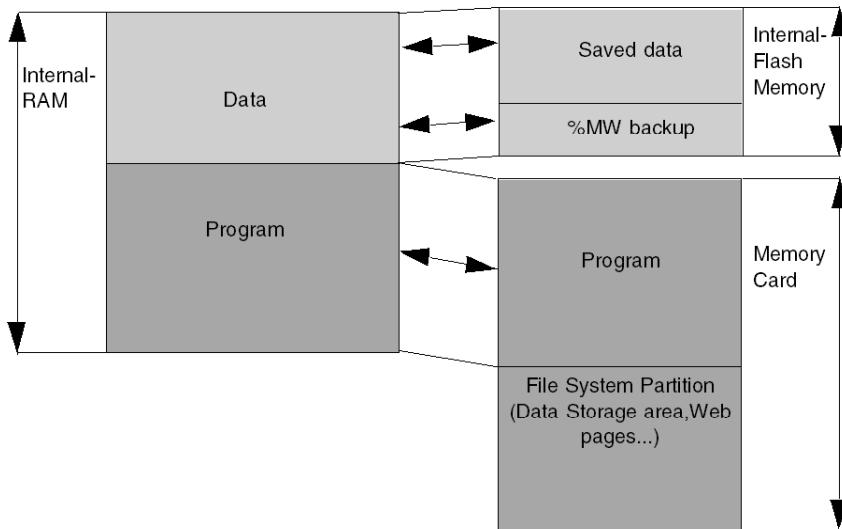
The PLC memory supports:

- **located application data**
- **unlocated application data**
- **the program**: task descriptors and executable code, constant words, initial values and configuration of inputs/outputs

### Structure

The data and program are supported by the processor module's internal RAM.

The following diagram describes the memory structure.



### State RAM

For **Data** (see graphic above) also State RAM is available, if you select **Mixed topological and State RAM** in the **Configuration** tab of a *Modicon M340 processor* (see *Unity Pro, Operating Modes*).

To use this option you need Unity Pro 6.1 or later and Modicon M340 firmware 2.4 or later.

**NOTE:** If you want to import a legacy LL984 Compact application which uses Modbus request to communicate with an HMI, you have to use State RAM addressing to preserve the Modbus exchange between PLC and HMI.

The State RAM contains the following located data:

Address	Object address	Data use
0xxxxx	%Qr.m.c.d,%Mi	output module bits and internal bits
1xxxxx	%Ir.m.c.d, %li	input module bits
3xxxxx	%IWr.m.c.d, %IWi	input words of input/output modules
4xxxxx	%QWr.m.c.d, %MWi	output words of input/output modules and internal words

**NOTE:** Not all data represented in topological addressing is available in State RAM.

Please refer to *Topological/State RAM Addressing of Modicon M340 Discrete Modules* (see *Modicon M340 Using Unity Pro, Discrete Input/Output Modules, User Manual*) and *Topological/State RAM Addressing of Modicon M340 Analog Modules* (see *Modicon M340 with Unity Pro, Analog input/output modules, User manual*).

## Program Backup

If the memory card is present, working properly and not write-protected, the program is saved on the memory card:

- Automatically, after:
  - a download
  - online modification
  - a rising edge of the system bit %S66 in the project program
- Manually:
  - with the command **PLC →Project backup →Backup Save**
  - in an animation table by setting the system bit %S66

## **WARNING**

### **LOSS OF DATA - APPLICATION NOT SAVED**

The interruption of an application saving procedure by an untimely or rough extraction of the memory card, may lead to the loss of saved application. The bit %S65 (see page 170) allows managing a correct extraction (See help page %65 bit in system bit chapter)

**Failure to follow these instructions can result in death, serious injury, or equipment damage.**

The memory card uses Flash technology, therefore no battery is necessary.

## Program Restore

If the memory card is present and working properly, the program is copied from the PLC memory card to the internal memory:

- Automatically after:
  - a power cycle
- Manually, with the Unity Pro command **PLC →Project backup →Backup Restore**

**NOTE:** When you insert the memory card in run or stop mode, you have to do a power cycle to restore the project on the PLC.

## Saved Data

Located, unlocated data, diagnostic buffer are automatically saved in the internal Flash memory at power-off. They are restored at warm start.

## Save\_Param

The `SAVE_PARAM` function does both current and initial parameter adjustment in internal RAM (as in other PLCs). In this case, the internal RAM and the memory card content are different (%S96 = 0 and the CARDERR LED is on). On cold start (after application restore), the current parameter are replaced by the last adjusted initial values only if a save to memory card function (Backup Save or %S66 rising edge) was done.

## Save Current Value

On a %S94 rising edge, the current values replace the initial values in internal memory. The internal RAM and the memory card content are different (%S96 = 0 and the CARDERR LED is on). On cold start, the current values are replaced by the most recent initial values only if a save to memory card function (Backup Save or %S66 rising edge) was done.

## Delete Files

There are two ways to delete all the files on the memory card:

- Formatting the memory card (delete all files of the file system partition)
- Deleting the content of directory \DataStorage\ (delete only files added by user)

Both actions are performed using %SW93 (*see page 193*).

The system word %SW93 can only be used after download of a default application in the PLC.

### CAUTION

#### INOPERABLE MEMORY CARD

Do not format the memory card with a non-Schneider tool. The memory card needs a structure to contain program and data. Formatting with another tool destroys this structure.

**Failure to follow these instructions can result in injury or equipment damage.**

## %MW Backup

The values of the %MWi can be saved in the internal Flash memory using %SW96 (*see page 193*). These values will be restored at cold start, including application download, if the option **Initialize of %MW on cold start** is unchecked in the processor Configuration screen (*see Unity Pro, Operating Modes*).

For %MW words, the values can be saved and restored on cold restart or download if the option Reset of %MW on cold restart is not checked in the processor Configuration screen. With the %SW96 word, management of memory action %MW internal words (save, delete) and information on the actions' states %MW internal words is possible.

## Memory Card Specifics

Two types of memory card are available:

- **application:** these cards contain the application program and Web pages
- **application + file storage:** these cards contain the application program, data files from Memory Card File Management EFBs, and Web pages

## Memory Structure of Premium and Atrium PLCs

### General

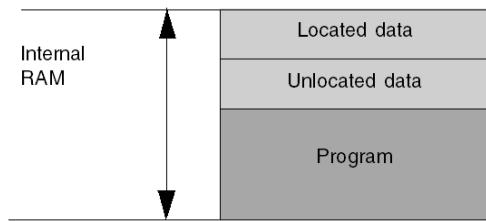
The PLC memory supports:

- **located application data,**
- **unlocated application data,**
- **the program:** task descriptors and executable code, constant words, initial values and configuration of inputs/outputs.

### Structure without Memory Extension Card

The data and program are supported by the internal RAM of the processor module.

The following diagram describes the memory structure.

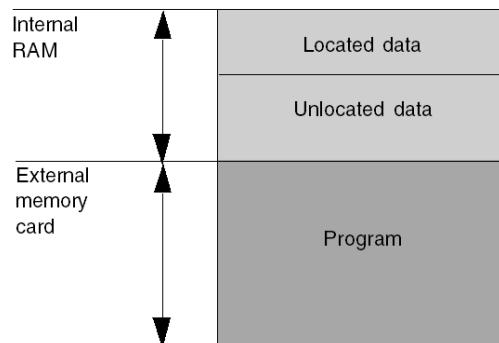


### Structure with Memory Extension Card

The data is supported by the internal RAM of the processor module.

The program is supported by the extension memory card.

The following diagram describes the memory structure.



## Memory Backup

The internal RAM is backed up by a Ni-Cad battery supported by the processor module.

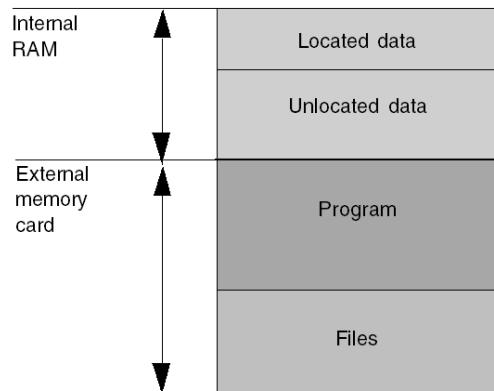
The RAM memory cards are backed up by a Ni-Cad battery.

## Specificities of Memory Cards

Three types of memory card are offered:

- **application:** these cards contain the application program. The cards offered use either RAM or Flash EPROM technology
- **application + file storage:** in addition to the program, these cards also contain a zone which can be used to backup/restore data using the program. The cards on offer use either RAM or Flash EPROM technology
- **file storage:** these cards can be used to backup/restore data using the program. These cards use SRAM technology.

The following diagram describes the memory structure with an application and file storage card.



**NOTE:** On processors with 2 memory card slots, the lower slot is reserved for the file storage function.

## Detailed Description of the Memory Zones

### User Data

This zone contains the located and unlocated application data.

- located data:
  - %M, %S Boolean and %MW,%SW numerical data
  - data associated with modules (%I, %Q, %IW, %QW,%KW etc.)
- unlocated data:
  - Boolean and numerical data (instances)
  - EFB and DFB instances

### User Program and Constants

This zone contains the executable codes and constants of the application.

- executable codes:
  - program code
  - code associated with EFs, EFBs and the management of I/O modules
  - code associated with DFBs
- constants:
  - KW constant words
  - constants associated with inputs/outputs
  - initial data values

This zone also contains the necessary information for downloading the application: graphic codes, symbols etc.

### Other Information

Other information relating to the configuration and structure of the application are also stored in the memory (in a data or program zone depending on the type of information).

- Configuration: other data relating to the configuration (hardware configuration, software configuration).
- System: data used by the operating system (task stack, etc.).
- Diagnostics: information relating to process or system diagnostics, diagnostics buffer.

## 4.2 Memory Structure of Quantum PLCs

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### Subject of this Section

This section describes memory structure and detailed description of the memory zones of the Quantum PLCs.

### What Is in This Section?

This section contains the following topics:

Topic	Page
Memory Structure of Quantum PLCs	125
Detailed Description of the Memory Zones	128

## Memory Structure of Quantum PLCs

### General

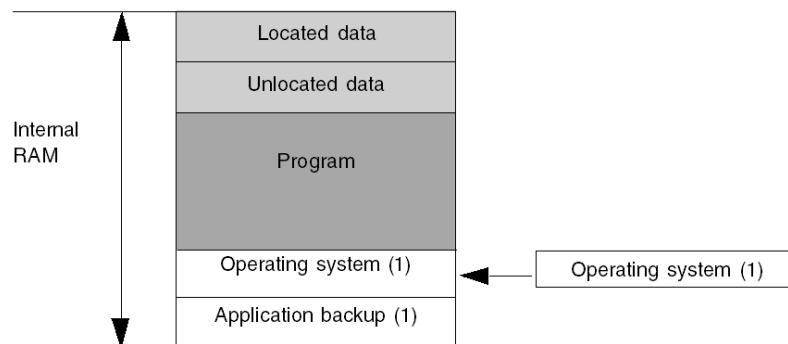
The PLC memory supports:

- **located application data** (State Ram),
- **unlocated application data**,
- **the program**: task descriptors and executable code, initial values and configuration of inputs/outputs.

### Structure without Memory Extension Card

The data and program are supported by the internal RAM of the processor module.

The following diagram describes the memory structure.



(1) Only for 140 CPU 31\*\*/43\*\*/53\*\* processors.

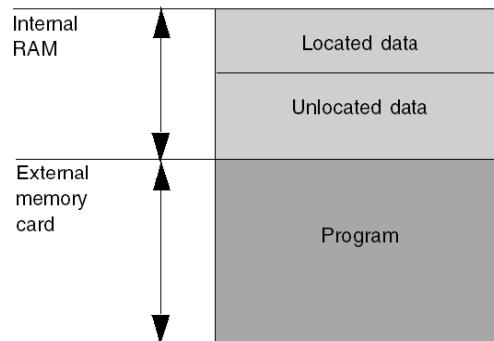
### Structure with Memory Extension Card

Quantum 140 CPU 6•• processors can be fitted with a memory extension card.

The data is supported by the internal RAM of the processor module.

The program is supported by the extension memory card.

The following diagram describes the memory structure.



### Memory Backup

The internal RAM is backed up by a Ni-Cad battery supported by the processor module.

The RAM memory cards are backed up by a Ni-Cad battery.

### Start-up with Application Saved in Backup Memory

The following table describes the different results according to the PLC state, according to the PLC mem switch (see *Quantum with Unity Pro, Hardware, Reference Manual*), and also indicates if the box "Auto RUN" is checked or not checked.

PLC State	PLC Mem Switch <sup>1</sup>	Auto RUN in Appl <sup>2</sup>	Results
NONCONF	Start or Off	Off	<b>Cold Start</b> , application is loaded from Backup memory to RAM of the PLC. The PLC remains in STOP.
NONCONF	Start or Off	On	<b>Cold Start</b> , application is loaded from Backup memory to RAM of the PLC. The PLC remains in RUN.
NONCONF	Mem Prt or Stop	Not Applicable	No application loaded. PLC power up in NONCONF state.

**1** Start and Stop are valid for the 434 and 534 models only and Off is valid for the 311 only. Mem Prt is valid on all models.  
**2** The Automatic RUN in the application refers to the application that is loaded.

PLC State	PLC Mem Switch <sup>1</sup>	Auto RUN in Appl <sup>2</sup>	Results
Configured	Start or Off	Off	<b>Cold Start</b> , application is loaded from Backup memory to RAM of the PLC. The PLC remains in STOP.
Configured	Start or Off	On	<b>Cold Start</b> , application is loaded from Backup memory to RAM of the PLC. The PLC remains in RUN.
Configured	Mem Prt or Stop	Do not Care	<b>Warm Start</b> , no application loaded. PLC powers up in previous state.

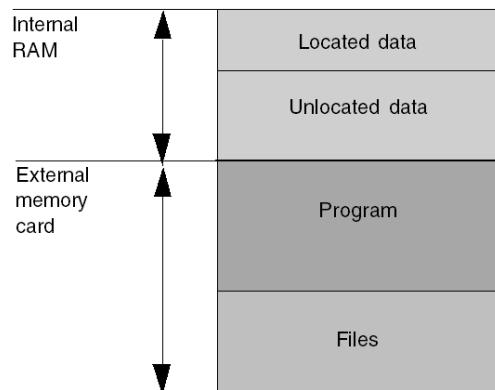
**1** Start and Stop are valid for the 434 and 534 models only and Off is valid for the 311 only. Mem Prt is valid on all models.  
**2** The Automatic RUN in the application refers to the application that is loaded.

## Specificities of Memory Cards

Three types of memory card are offered:

- **application**: these cards contain the application program. The cards on offer use either RAM or Flash EPROM technology
- **application + file storage**: in addition to the program, these cards also contain a zone which can be used to backup/restore data using the program. The cards on offer use either RAM or Flash EPROM technology
- **file storage**: these cards can be used to backup/restore data using the program. These cards use SRAM technology.

The following diagram describes the memory structure with an application and file storage card.



**NOTE:** On processors with 2 memory card slots, the lower slot is reserved for the file storage function.

## Detailed Description of the Memory Zones

### Unlocated Data

This zone contains unlocated data:

- Boolean and numerical data
- EFB and DFB

### Located Data

This zone contains located data (State Ram):

Address	Object address	Data use
0xxxxx	%Qr.m.c.d,%Mi	output module bits and internal bits.
1xxxxx	%Ir.m.c.d, %li	input module bits.
3xxxxx	%IWr.m.c.d, %IWi	input register words of input/output modules.
4xxxxx	%QWr.m.c.d, %MWi	output words of input/output modules and internal words.

### User Program

This zone contains the executable codes of the application.

- program code
- code associated with EFs, EFBs and the management of I/O modules
- code associated with DFBs
- initial variable values

This zone also contains the necessary information for downloading the application: graphic codes, symbols etc.

### Operating System

On 140 CPU 31\*\*/41\*\*/51\*\* processors, this contains the operating system for processing the application. This operating system is transferred from an internal EPROM memory to internal RAM on power up.

### Application Backup

A Flash EPROM memory zone of 1435K8, available on processors 140 CPU 31\*\*/41\*\*/51\*\*, can be used to backup the program and the initial values of variables.

The application stored in this zone is automatically transferred to internal RAM when the PLC processor is powered up (if the PLC MEM switch is set to off on the processor front panel).

## Other Information

Other information relating to the configuration and structure of the application are also stored in the memory (in a data or program zone depending on the type of information).

- Configuration: other data relating to the configuration (hardware configuration, software configuration).
- System: data used by the operating system (task stack, etc.).
- Diagnostics: information relating to process or system diagnostics, diagnostics buffer.



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# Operating Modes

5

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## Subject of this Chapter

The chapter describes the operating modes of the PLC in the event of power outage and restoral, the impacts on the application program and the updating of inputs/outputs.

## What Is in This Chapter?

This chapter contains the following sections:

Section	Topic	Page
5.1	Modicon M340 PLCs Operating Modes	132
5.2	Premium, Quantum PLCs Operating Modes	144
5.3	PLC HALT Mode	156

## 5.1 Modicon M340 PLCs Operating Modes

---

### Subject of this Section

This section describes the operating modes of the Modicon M340 PLCs.

### What Is in This Section?

This section contains the following topics:

Topic	Page
Processing of Power Outage and Restoral of Modicon M340 PLCs	133
Processing on Cold Start for Modicon M340 PLCs	135
Processing on Warm Restart for Modicon M340 PLCs	139
Automatic Start in RUN for Modicon M340 PLCs	142
Processing of State RAM on STOP Mode for Modicon M340 PLCs	143

## Processing of Power Outage and Restoration of Modicon M340 PLCs

### General

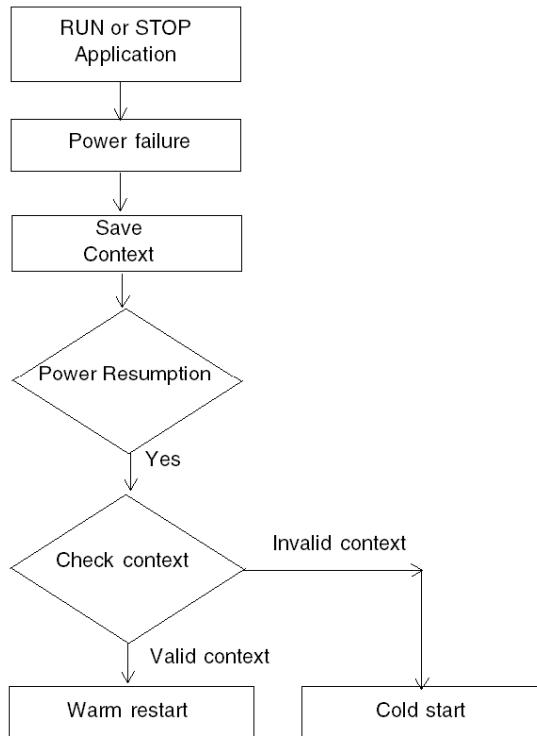
If the duration of the outage is less than the power supply filtering time, it has no effect on the program, which continues to run normally. If this is not the case, the program is interrupted and power restoration processing is activated.

Filtering time:

PLC	Alternating Current	Direct Current
BMX CPS 2000	10ms	-
BMX CPS 3500		
BMX CPS 3540T		
BMX CPS 2010	-	1ms
BMX CPS 3020		

### Illustration

The following illustration shows the different power cycle phases.



## Operation

The table describes the power outage processing phases.

Phase	Description
1	On power outage, the system saves the application context, the values of application variables, and the state of the system on internal Flash memory.
2	The system sets all the outputs into fallback state (state defined in configuration).
3	On power restoral, some actions and checks are done to verify if warm restart is available: <ul style="list-style-type: none"><li>● restoring from internal Flash memory application context,</li><li>● verification with memory card (presence, application availability),</li><li>● verification that the application context is identical to the memory card context,</li></ul> If all checks are correct, a warm restart ( <i>see page 139</i> ) is done, otherwise a cold start ( <i>see page 135</i> ) is carried out.

## Processing on Cold Start for Modicon M340 PLCs

### Cause of a Cold Start

The following table describes the different possible causes of a cold start.

Causes	Startup characteristics
Loading of an application	Cold start forced in STOP
Restore application from memory card, when the application is different from the one in internal RAM	Cold start forced in STOP or RUN mode as defined in the configuration
Restore application from memory card, with Unity Pro commands <b>PLC →Project backup →....</b>	Cold start forced in STOP or RUN mode as defined in the configuration
RESET button pressed on supply	Cold start forced in STOP or RUN mode as defined in the configuration
RESET button pressed on supply less than 500ms after a power down	Cold start forced in STOP or RUN mode as defined in the configuration
RESET button pressed on supply after a processor error, except in the case of a watchdog error	Cold start forced in STOP. The start in RUN mode as defined in the configuration is not taken into account
Initialization from Unity Pro Forcing the system bit %S0	Start in STOP or in RUN (retaining the operating mode in progress at downtime), initialization only of application
Restoral after power supply outage with loss of context	Cold start forced in STOP or RUN mode as defined in the configuration

### CAUTION

#### LOSS OF DATA ON APPLICATION TRANSFER

Loading or transferring an application to the PLC typically involves initialization of unlocated variables.

To save the located variables:

- Avoid the initialization of the %MW<sub>i</sub> by unchecking **Initialize %MW<sub>i</sub> on cold start** in the **configuration screen** of the CPU.

It is necessary to assign a topological address to the data if the process requires keeping the current values of the data when transferring the application.

**Failure to follow these instructions can result in injury or equipment damage.**

**⚠ CAUTION****LOSS OF DATA ON APPLICATION TRANSFER**

Do not press the RESET button on the power supply. Otherwise, %MWi is reset and initial values are loaded.

**Failure to follow these instructions can result in injury or equipment damage.**

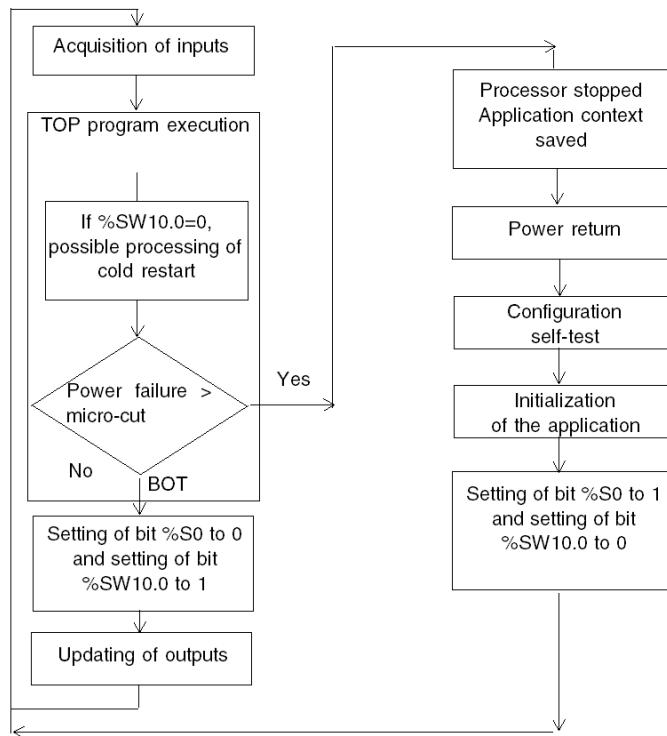
**⚠ CAUTION****RISK OF LOSS OF APPLICATION**

If there is no memory Card in the PLC during a cold restart the application is lost.

**Failure to follow these instructions can result in injury or equipment damage.**

**Illustration**

The diagram below describes how a cold restart operates.



## Operation

The table below describes the program execution restart phases on cold restart.

Phase	Description
1	The startup is performed in RUN or in STOP depending on the status of the Automatic start in RUN parameter defined in the configuration or, if this is in use, depending on the state of the RUN/STOP input. Program execution is resumed at the start of the cycle.
2	The system carries out the following: <ul style="list-style-type: none"> <li>Deactivating tasks, other than the master task, until the end of the first master task cycle.</li> <li>Initializing data (bits, I/O image, words etc.) with the initial values defined in the data editor (value set to 0, if no other initial value has been defined). For %MW words, the values can be retrieved on cold restart if the two conditions are valid : <ul style="list-style-type: none"> <li>the <b>Initialize of %MW on cold restart</b> option (<i>see Unity Pro, Operating Modes</i>) is unchecked in the processor's configuration screen,</li> <li>the internal flash memory has a valid backup (see %SW96 (<i>see page 193</i>)).</li> </ul> Note : If the number of %MW words exceeds the backup size (see the memory structure of M340 PLCs (<i>see page 117</i>)) during the save operation the remaining words are set to 0.</li> <li>Initializing elementary function blocks on the basis of initial data.</li> <li>Initializing data declared in the DFBs: either to 0 or to the initial value declared in the DFB type.</li> <li>Initializing system bits and words.</li> <li>Positioning charts to initial steps.</li> <li> Cancelling any forcing.</li> <li> Initializing message and event queues.</li> <li> Sending configuration parameters to all discrete input/output modules and application-specific modules.</li> </ul>
3	For this first restart cycle the system does the following: <ul style="list-style-type: none"> <li>Relaunches the master task with the %S0 (cold restart) and %S13 (first cycle in RUN) bits set to 1, and the %SW10 word (detection of a cold restart during the first task cycle) is set to 0.</li> <li>Resets the %S0 and %S13 bits to 0, and sets each bit of the word %SW10 to 1 at the end of this first cycle of the master task.</li> <li>Activates the fast task and event processing at the end of the first cycle of the master task.</li> </ul>

### Processing a cold start by program

It is advisable to test the bit %SW10.0 to detect a cold start and start processing specific to this cold start.

**NOTE:** It is possible to test the bit %S0, if the parameter Automatic start in RUN has been selected. If this is not the case, the PLC starts in STOP, the bit %S0 then switches to 1 on the first cycle after restart but is not visible to the program because it is not executed.

## Output Changes

As soon as a power outage is detected, the outputs are set in the fallback position:

- either they are assigned the fallback value,
- or the current value is maintained,

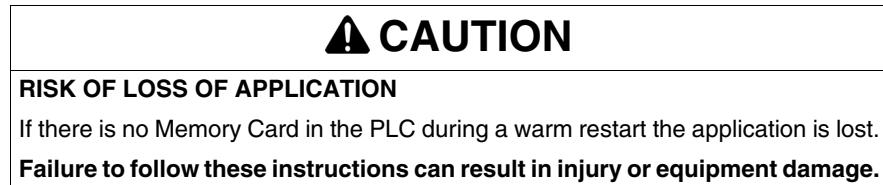
depending on the choice made in the configuration.

After power restoral, the outputs remain at zero until they are updated by the task.

## Processing on Warm Restart for Modicon M340 PLCs

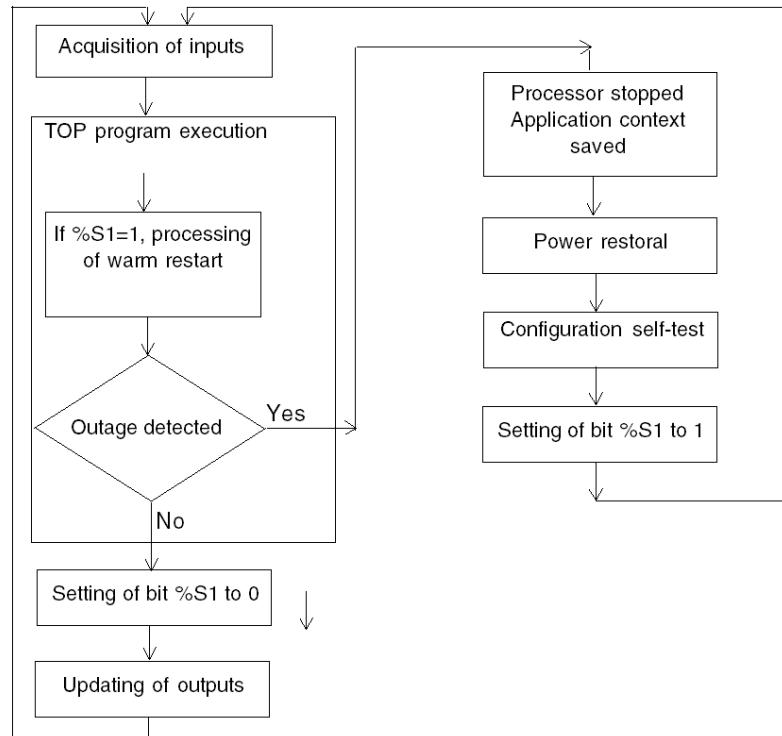
### Cause of a Warm Restart

A warm restart may be caused by a power restoral without loss of context.



### Illustration

The diagram below describes how a warm restart operates.



## Operation

The table below describes the program execution restart phases on warm restart.

Phase	Description
1	Program execution doesn't resume from the element where the power outage occurred. The remaining program is discarded during the warm start. Each task will restart from the beginning.
2	At the end of the restart cycle, the system carries out the following: <ul style="list-style-type: none"> <li>● restore the application's variable value,</li> <li>● set bit %S1 to 1,</li> <li>● the initialization of message and event queues,</li> <li>● the sending of configuration parameters to all discrete input/output and application-specific modules,</li> <li>● the deactivation of the fast task and event processing (until the end of the master task cycle).</li> </ul>
3	The system performs a restart cycle during which it: <ul style="list-style-type: none"> <li>● relaunches the master task from beginning of cycle,</li> <li>● resets bit %S1 to 0 at the end of this first master task cycle,</li> <li>● reactivates the fast task, event processing at the end of this first cycle of the master task.</li> </ul>

### Processing a Warm Restart by Program

In the event of a warm restart, if you want the application to be processed in a particular way, you must write the corresponding program to test that %S1 is set to 1 at the start of the master task program.

### SFC Warm start specific features

The Warm start on M340 PLCs is not considered as a real warm start by the CPU. SFC interpreter does not depend on tasks.

SFC publishes a memory area "ws\_data" to the OS that contains SFC-section-specific data to be saved at a power fail. At the beginning of chart processing the currently active steps are saved to "ws\_data" and processing is marked to be in "critical section". At the end of chart processing the "critical section" is unmarked.

If a power failure hits into "critical section" this could be detected if this state is active at the beginning (as the scan is aborted and MAST task is restarted from the beginning). In this case the workspace might be inconsistent and is restored from the saved data.

Additional information from SFCSTEP\_STATE in located data area is used to reconstruct the state machine.

When a power failure occurs:

- during first scan %S1 =1 Mast is executed but Fast and Event tasks are not executed.

On power restoral:

- Clears chart, deregisters diagnostics, keeps set actions
- sets steps from saved area
- sets step times from SFCSTEP\_STATE
- restores elapsed time for timed actions

**NOTE:** SFC interpreter is independent, if the transition is valid, the SFC chart evolves while %S1 is true.

## Output Changes

As soon as a power outage is detected, the outputs are set in the fallback position:

- either they are assigned the fallback value,
- or the current value is maintained,

depending on the choice made in the configuration.

After power restoral, the outputs stay in security mode (equal to 0) until they are updated by a running task.

## Automatic Start in RUN for Modicon M340 PLCs

### Description

Automatic start in RUN is a processor configuration option. This option forces the PLC to start in RUN after a cold restart (*see page 135*), except after an application has been loaded onto the PLC.

For Modicon M340 this option is not taken into account when the power supply RESET button is pressed after a processor error, except in the case of a watchdog error.

### **WARNING**

#### **UNEXPECTED SYSTEM BEHAVIOR - UNEXPECTED PROCESS START**

The following actions will trigger automatic start in RUN:

- Restoring the application from memory card,
- Unintentional or careless use of the reset button.

To avoid an unwanted restart when in RUN mode use:

- The RUN/STOP input on Modicon M340

**Failure to follow these instructions can result in death, serious injury, or equipment damage.**

## Processing of State RAM on STOP Mode for Modicon M340 PLCs

### General

With Unity Pro 6.1 or later and Modicon M340 firmware 2.4 or later, you can access the modules either via topological or State RAM addresses. Please also refer to *Memory Tab* (see *Unity Pro, Operating Modes*).

**NOTE:** The State RAM is refreshed in PLC RUN mode only.

The State RAM is **not** refreshed in PLC STOP mode.

## 5.2 Premium, Quantum PLCs Operating Modes

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### Subject of this Section

This section describes the operating modes of the Premium and Quantum PLCs.

### What Is in This Section?

This section contains the following topics:

Topic	Page
Processing of Power Outage and Restoral for Premium/Quantum PLCs	145
Processing on Cold Start for Premium/Quantum PLCs	147
Processing on Warm Restart for Premium/Quantum PLCs	152
Automatic Start in RUN for Premium/Quantum	155

## Processing of Power Outage and Restoral for Premium/Quantum PLCs

### General

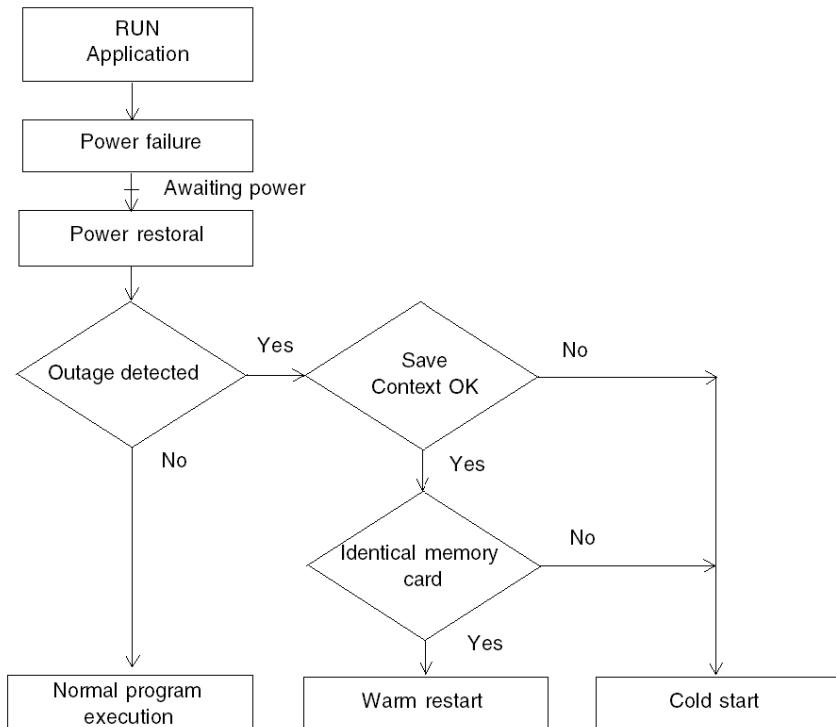
If the duration of the outage is less than the power supply filtering time, it has no effect on the program which continues to run normally. If this is not the case, the program is interrupted and power restoral processing is activated.

Filtering time:

PLC	Alternating Current	Direct Current
Premium	10ms	1ms
Atrium	30ms	-
Quantum	10ms	1ms

### Illustration

The illustration shows the different types of power restoral detected by the system.



## Operation

The table below describes the power outage processing phases.

Phase	Description
1	On power outage the system stores the application context and the time of outage.
2	It sets all the outputs in the fallback state (state defined in configuration).
3	On power restoral, the saved context is compared to the current one, which defines the type of startup to be performed: <ul style="list-style-type: none"><li>● if the application context has changed (i.e. loss of system context or new application), the PLC initializes the application: cold start,</li><li>● if the application context is the same, the PLC carries out a restart without initialization of data: warm restart.</li></ul>

### Power Outage on a Rack, Other than Rack 0

All the channels on this rack are seen as in error by the processor, but the other racks are not affected. The values of the inputs in error are no longer updated in the application memory and are reset to zero in a discrete input module, unless they have been forced, in which case they are maintained at the forcing value.

If the duration of the outage is less than the filtering time, it has no effect on the program which continues to run normally.

## Processing on Cold Start for Premium/Quantum PLCs

### Cause of a Cold Start

The following table describes the different possible causes of a cold start.

Causes	Startup characteristics
Loading of an application	Cold start forced in STOP
RESET button pressed on processor (Premium)	Cold start forced in STOP or RUN mode as defined in the configuration
RESET button pressed on the processor after a processor or system error (Premium).	Cold start forced in STOP
Movement of handle or insertion/removal of a PCMCIA memory card	Cold start forced in STOP or RUN mode as defined in the configuration
Initialization from Unity Pro Forcing the system bit %S0	Start in STOP or in RUN (retaining the operating mode in progress at downtime), without initialization of discrete input/output and application-specific modules
Restoral after power supply outage with loss of context	Cold start forced in STOP or RUN mode as defined in the configuration

### CAUTION

#### LOSS OF DATA ON APPLICATION TRANSFER

Loading or transferring an application to the PLC typically involves initialization of unlocated variables.

To save located variables with Premium and Quantum PLCs:

- Save and restore %M and %MW by clicking **PLC → Transfer Data**.

For Premium PLCs:

- Avoid the initialization of %MW by unchecking **Initialize %MWi on cold start** in the **configuration screen** of the CPU.

For Quantum PLCs:

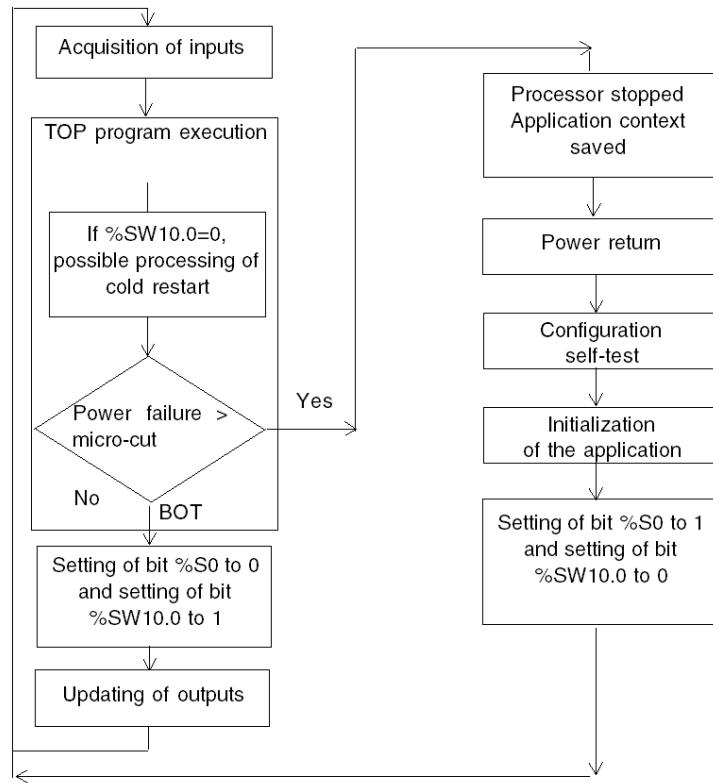
- Avoid the initialization of %MW by unchecking **%MWi Reset** in the **configuration screen** of the CPU.

It is necessary to assign a topological address to the data if the process requires keeping the current values of the data when transferring the application.

**Failure to follow these instructions can result in injury or equipment damage.**

**Illustration**

The diagram below describes how a cold restart operates.



## Operation

The table below describes the program execution restart phases on cold restart.

Phase	Description
1	The startup is performed in RUN or in STOP depending on the status of the Automatic start in RUN parameter defined in the configuration or, if this is in use, depending on the state of the RUN/STOP input. Program execution is resumed at the start of the cycle.
2	The system carries out the following: <ul style="list-style-type: none"> <li>● the initialization of data (bits, I/O image, words etc.) with the initial values defined in the data editor (value set to 0, if no other initial value has been defined). For %MW words, the values can be retained on cold restart if the Reset of %MW on cold restart option is unchecked in the Configuration screen of the processor</li> <li>● the initialization of elementary function blocks on the basis of initial data</li> <li>● the initialization of data declared in the DFBs: either to 0 or to the initial value declared in the DFB type</li> <li>● the initialization of system bits and words</li> <li>● the deactivation of tasks, other than the master task, until the end of the first master task cycle</li> <li>● the positioning of charts to initial steps</li> <li>● the cancellation of any forcing</li> <li>● the initialization of message and event queues</li> <li>● the sending of configuration parameters to all discrete input/output modules and application-specific modules</li> </ul>
3	For this first restart cycle the system does the following: <ul style="list-style-type: none"> <li>● relaunches the master task with the %S0 (cold restart) and %S13 (first cycle in RUN) bits set to 1, and the %SW10 word (detection of a cold restart during the first task cycle) is set to 0</li> <li>● resets the %S0 and %S13 bits to 0, and sets each bit of the word %SW10 to 1 at the end of this first cycle of the master task</li> <li>● activates the fast task and event processing at the end of the first cycle of the master task</li> </ul>

### Processing a Cold Start by Program

It is advisable to test the bit %SW10.0 to detect a cold start and start processing specific to this cold start.

**NOTE:** It is possible to test the bit %S0, if the parameter Automatic start in RUN has been selected. If this is not the case, the PLC starts in STOP, the bit %S0 then switches to 1 on the first cycle after restart but is not visible to the program because it is not executed.

### **Output Changes, for Premium and Atrium**

As soon as a power outage is detected, the outputs are set in the fallback position:

- either they are assigned the fallback value, or
- the current value is maintained

depending on the choice made in the configuration.

After power restoral, the outputs remain at zero until they are updated by the task.

### **Output Changes, for Quantum**

As soon as a power outage is detected,

- the local outputs are set to zero
- the outputs of the remote or distributed extension racks are set in the fallback position

After power restoral, the outputs remain at zero until they are updated by the task.

**NOTE:** The behavior of forced outputs was changed between Modsoft/NxT/Concept and Unity Pro.

With Modsoft/NxT/Concept, you cannot force outputs if the Quantum processor memory protection switch is set to "On".

With Unity Pro, you can force outputs if the Quantum processor memory protection switch is set to "On".

With Modsoft/NxT/Concept, forced outputs retain their status after a cold start.

With Unity Pro, forced outputs lose their status after a cold start.

## **⚠ CAUTION**

### **UNEXPECTED APPLICATION BEHAVIOR - FORCED VARIABLES**

Check your forced variables and memory protection switch when shifting between Modsoft/NxT/Concept and Unity Pro.

**Failure to follow these instructions can result in injury or equipment damage.**

**For Quantum 140 CPU 31\*\*/41\*\*/51\*\***

These processors have a Flash EPROM memory of 1,435 KB which can be used to save the program and the initial values of variables.

On power restoral, you can choose the desired operating mode using the PLC MEM switch on the processor front panel. For detailed information on how this switch works, you can consult the Quantum manual (*see Quantum with Unity Pro, Hardware, Reference Manual*).

- **off position:** The application contained in this zone is automatically transferred to internal RAM when the PLC processor is powered up: cold restart of the application.
- **on position:** The application contained in this zone is not transferred to internal RAM: warm restart of the application.

## Processing on Warm Restart for Premium/Quantum PLCs

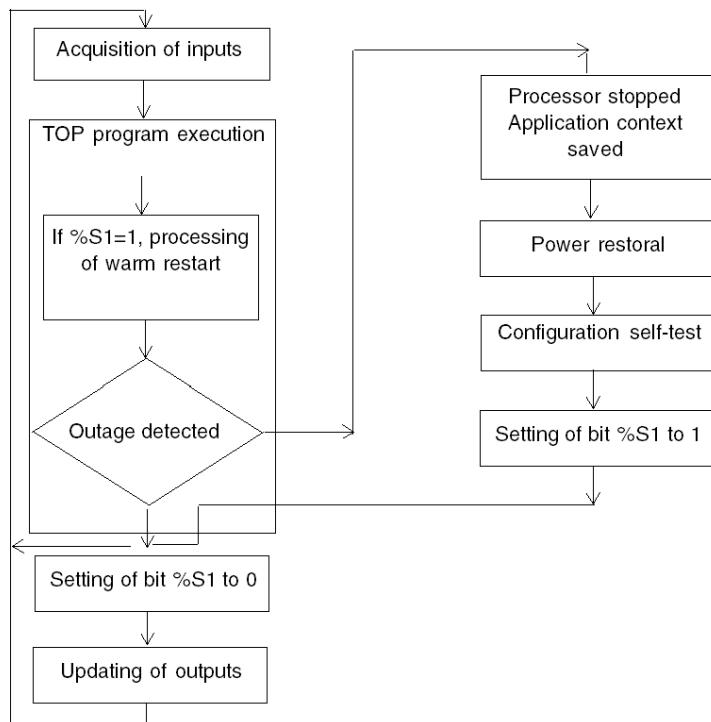
### Cause of a Warm Restart

A warm restart may be caused:

- by a power restoral without loss of context
- by the system bit %S1 being set to 1 by the program
- by Unity Pro from the terminal
- by pressing the RESET button of the power supply module of rack 0 (on Premium PLC)

### Illustration

The diagram below describes how a warm restart operates.



## Operation

The table below describes the program execution restart phases on warm restart.

Phase	Description
1	Program execution resumes starting from the element where the power outage occurred, without updating the outputs.
2	At the end of the restart cycle, the system carries out the following: <ul style="list-style-type: none"> <li>● the initialization of message and event queues</li> <li>● the sending of configuration parameters to all discrete input/output and application-specific modules</li> <li>● the deactivation of the fast task and event processing (until the end of the master task cycle)</li> </ul>
3	The system performs a restart cycle during which it: <ul style="list-style-type: none"> <li>● re-acknowledges all the input modules</li> <li>● relaunches the master task with the bits %S1 (warm restart) set to 1</li> <li>● resets bit %S1 to 0 at the end of this first master task cycle</li> <li>● reactivates the fast task, the auxiliary tasks and event processing at the end of this first cycle of the master task</li> </ul>

### Processing a Warm Restart by Program

In the event of warm restart, if you want the application to be processed in a particular way, you must write the corresponding program conditional on the test that %S1 is set to 1 at the start of the master task program.

For Quantum PLCs, the switch on the front panel of the processor can be used to configure operating modes. For further details, see Quantum documentation (*see Quantum with Unity Pro, Hardware, Reference Manual*).

### Output Changes, for Premium and Atrium

As soon as a power outage is detected, the outputs are set in the fallback position:

- either they are assigned the fallback value, or
- the current value is maintained.

depending on the choice made in the configuration.

After power restoral, the outputs remain in the fallback position until they are updated by the task.

**NOTE:** after a power on while the CPU is not started, outputs are in security mode state (equal to 0). After the CPU start, if the module didn't stay powered on, the maintain state is lost and the output stay in state 0.

### **Output Changes, for Quantum**

As soon as a power outage is detected:

- the local outputs are set to zero
- the outputs of the remote or distributed extension racks are set in the fallback position

After power restoral, the outputs remain in the fallback position until they are updated by the task.

### **Output Changes, for Extension Rack**

If power outage occurs on rack where CPU is located:

- Fallback state as soon as CPU loss is detected
- Security state during I/O configuration
- State calculated by CPU after the first run of the task driving this output

After power is restored, the outputs remain in the fallback position until they are updated by the task

## Automatic Start in RUN for Premium/Quantum

### Description

Automatic start in RUN is a processor configuration option. This option forces the PLC to start in RUN after a cold restart (*see page 147*), except after an application has been loaded onto the PLC.

For Quantum PLCs, automatic start in RUN also depends on the position of the switch on the front panel of the processor. For more details, refer to the Quantum documentation (*see Quantum with Unity Pro, Hardware, Reference Manual*).

### **WARNING**

#### **UNEXPECTED SYSTEM BEHAVIOR - UNEXPECTED PROCESS START**

The following actions will trigger "automatic start in RUN":

- Inserting the PCMCIA card when the PLC is powered up (Premium, Quantum),
- Replacing the processor while powered up (Premium, Quantum),
- Unintentional or careless use of the reset button,
- If the battery is found to be defective in the event of a power outage (Premium, Quantum).

To avoid an unwanted restart when in RUN mode:

- We strongly recommend to use the RUN/STOP input on Premium PLCs or the switch on the front of the panel of the processor for Quantum PLCs
- We strongly recommend **not** to use memorized inputs as RUN/STOP input of the PLC.

**Failure to follow these instructions can result in death, serious injury, or equipment damage.**

## 5.3 PLC HALT Mode

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### PLC HALT Mode

#### At a Glance

The following actions switches the PLC to HALT mode:

- using the HALT instruction
- watchdog overflow
- Program execution error (division by zero, overflow, etc.) if the bit %S78 (*see page 170*) is set to 1.

#### Precaution

#### **WARNING**

##### **UNEXPECTED APPLICATION BEHAVIOR**

When the PLC is in Halt, all tasks are stopped. Check the behavior of the associated I/Os to ensure that the consequences of the PLC Halt on the application are acceptable.

**Failure to follow these instructions can result in death, serious injury, or equipment damage.**

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# System Objects

6

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## Subject of this Chapter

This chapter describes the system bits and words of Unity Pro language.

**Note:** The symbols, associated with each bit object or system word, mentioned in the descriptive tables of these objects, are not implemented as standard in the software, but can be entered using the data editor.

They are proposed in order to ensure the homogeneity of their names in the different applications.

## What Is in This Chapter?

This chapter contains the following sections:

Section	Topic	Page
6.1	System Bits	158
6.2	System Words	179
6.3	Atrium/Premium-specific System Words	208
6.4	Quantum-specific System Words	221
6.5	Modicon M340-Specific System Words	238

## 6.1 System Bits

---

### Subject of this Section

This section describes the system bits.

### **WARNING**

#### **UNEXPECTED APPLICATION BEHAVIOR**

Do not use system objects (%Si, %SWi) as variable when they are not documented.

**Failure to follow these instructions can result in death, serious injury, or equipment damage.**

### What Is in This Section?

This section contains the following topics:

Topic	Page
System Bit Introduction	159
Description of System Bits %S0 to %S7	160
Description of System Bits %S9 to %S13	162
Description of System Bits %S15 to %S21	164
Description of System Bits %S30 to %S59	167
Description of System Bits %S65 to %S79	170
Description of System Bits %S80 to %S96	174
Description of System Bits %S100 to %S123	177

## System Bit Introduction

### General

The Modicon M340, Premium, Atrium and Quantum PLCs use %Si system bits which indicate the state of the PLC, or they can be used to control how it operates.

These bits can be tested in the user program to detect any functional development requiring a set processing procedure.

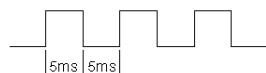
Some of these bits must be reset to their initial or normal state by the program. However, the system bits that are reset to their initial or normal state by the system must not be reset by the program or by the terminal.

## Description of System Bits %S0 to %S7

### Detailed Description

Description of system bits %S0 to %S7:

Bit Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%S0 COLDSTART	Cold start	<p>Normally on 0, this bit is set on 1 by:</p> <ul style="list-style-type: none"> <li>● power restoral with loss of data (battery fault)</li> <li>● the user program</li> <li>● the terminal</li> <li>● a change of cartridge</li> </ul> <p>This bit is set to 1 during the first complete restored cycle of the PLC either in RUN or in STOP mode. It is reset to 0 by the system before the following cycle.</p> <p>To detect the first cycle in run after cold start, please refer to %SW10.</p> <p>In Safe mode, this bit is not available on Quantum safety PLCs.</p> <p>%S0 is not always set in the first scan of the PLC. If a signal set for every start of the PLC is needed, %S21 should be used instead.</p> <p>For Premium and Quantum, Processing on Cold Start for Premium/Quantum PLCs (<i>see page 149</i>)</p> <p>For Modicon M340, Processing on Cold Start for Modicon M340 PLCs (<i>see page 137</i>)</p>	1 (1 cycle)	YES	YES	YES
%S1 WARMSTART	Warm restart	<p>Normally at 0, this bit is set to 1 by:</p> <ul style="list-style-type: none"> <li>● power is restored with data save,</li> <li>● the user program,</li> <li>● the terminal,</li> </ul> <p>It is reset to 0 by the system at the end of the first complete cycle and before the outputs are updated.</p> <p>This bit is not available on Quantum safety PLCs.</p> <p>%S1 is not always set in the first scan of the PLC. If a signal set for every start of the PLC is needed, %S21 should be used instead.</p>	0	YES	YES	YES (except for safety PLCs)

Bit Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%S4 TB10MS	Timebase 10 ms	An internal timer regulates the change in status of this bit. It is asynchronous in relation to the PLC cycle. Graph:  This bit is not available on Quantum safety PLCs.	-	YES	YES	YES (except for safety PLCs)
%S5 TB100MS	Timebase 100 ms	Idem %S4	-	YES	YES	YES (except for safety PLCs)
%S6 TB1SEC	Time base 1 s	Idem %S4	-	YES	YES	YES (except for safety PLCs)
%S7 TB1MIN	Time base 1 min	Idem %S4	-	YES	YES	YES (except for safety PLCs)

## Description of System Bits %S9 to %S13

### Detailed Description

Description of system bits %S9 to %S13:

Bit Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
<b>%S9 OUTDIS</b>	Outputs set to the fallback position on all buses	<p>Normally at 0, this bit is set to 1 by the program or the terminal:</p> <ul style="list-style-type: none"> <li>set to 1: sets the bit to 0 or maintains the current value depending on the chosen configuration (X bus, Fipio, AS-i, etc.).</li> <li>set to 0: outputs are updated normally.</li> </ul> <p><b>Note:</b> The system bit acts directly on the physical outputs and not on the image bits of the outputs.</p> <p><b>Note:</b> On Modicon M340, ethernet I/O scanner and Global Data are affected by the %S9 bit.</p> <p><b>(1) Note:</b> On Modicon M340, inputs/outputs distributed via CANopen bus are not affected by the %S9 bit.</p> <p>On Modicon M340, after an operating mode, outputs are in security mode state equal to 0 while the bit is set.</p>	0	YES (1)	YES	NO
<b>%S10 IOERR</b>	Global I/O detected error	Normally at 1, this bit is set to 0 when an error on an in-rack module or device on a network is detected (e.g. non-compliant configuration, exchange fault, hardware fault, etc.). The %S10 bit is reset to 1 by the system when all the detected errors have disappeared.	1	YES	YES	YES

Detected network communication errors with remote devices are not reported on bits %S10, %S16 and %S119.

## CAUTION

### **UNEXPECTED APPLICATION BEHAVIOR - SPECIFIC VARIABLE BEHAVIOR**

Manage detected network communication errors with remote devices with a method specific to each type of communication modules (NOM, NOE, NWM, CRA, CRP) or motion modules (MMS):

- communication function blocks status (if they are used)
- communication modules status (if they exist)

**Failure to follow these instructions can result in injury or equipment damage.**

Bit Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%S11 WDG	Watchdog overflow	Normally at 0, this is set to 1 by the system as soon as the task execution time becomes greater than the maximum execution time (i.e. the watchdog) declared in the task properties.	0	YES	YES	YES
%S12 PLCRUNNING	PLC in RUN	This bit is set to 1 by the system when the PLC is in RUN.  It is set to 0 by the system as soon as the PLC is no longer in RUN (STOP, INIT, etc.).	0	YES	YES	YES
%S13 1RSTSCANRUN	First cycle after switching to RUN	Switching the PLC from STOP mode to RUN mode (including after a cold start with automatic start in run) is indicated by setting system bit %S13 to 1. This bit is reset to 0 at the end of the first cycle of the MAST task in RUN mode.	-	YES	YES	YES

## Description of System Bits %S15 to %S21

### Detailed Description

Description of system bits %S15 to %S21:

Bit Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%S15 STRINGERROR	Character string fault	Normally set to 0, this bit is set to 1 when the destination zone for a character string transfer is not of sufficient size (including the number of characters and the end of string character) to receive this character string. The application stops in error state if the %S78 bit has been to set to 1. This bit must be reset to 0 by the application. This bit is not available on Quantum safety PLCs.	0	YES	YES	YES (except for safety PLCs)
%S16 IOERRTSK	Task input/output fault	Normally set to 1, this bit is set to 0 by the system when a fault on an in-rack module or device on Fipio is detected (e.g. non-compliant configuration, exchange fault, hardware fault, etc.). This bit must be reset to 1 by the user.	1	YES	YES	YES

### ⚠ CAUTION

#### UNEXPECTED APPLICATION BEHAVIOR - SPECIFIC VARIABLE BEHAVIOR

On Quantum, network communication errors with remote devices detected by communication modules (NOM, NOE, NWM, CRA, CRP) and motion modules (MMS) are not reported on bits %S10, %S16 and %S119.

**Failure to follow these instructions can result in injury or equipment damage.**

Bit Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%S17 CARRY	Rotate shift output	Normally at 0. During a rotate shift operation, this bit takes the state of the outgoing bit.	0	YES	YES	YES
%S18 OVERFLOW	Overflow or arithmetic error	<p>Normally set to 0, this bit is set to 1 in the event of a capacity overflow if there is:</p> <ul style="list-style-type: none"> <li>● a result greater than + 32 767 or less than - 32 768, in single length,</li> <li>● result greater than + 65 535, in unsigned integer,</li> <li>● a result greater than + 2 147 483 647 or less than - 2 147 483 648, in double length,</li> <li>● result greater than +4 294 967 296, in double length or unsigned integer,</li> <li>● real values outside limits,</li> <li>● division by 0,</li> <li>● the root of a negative number,</li> <li>● forcing to a non-existent step on a drum,</li> <li>● stacking up of an already full register, emptying of an already empty register.</li> </ul> <p>There is only one case for which bit %S18 is not raised by the Modicon M340 PLCs when real values are outside limits. It is only if denormalized operands or some operations which generate denormalized results are used (gradual underflow).</p> <p>It must be tested by the user program after each operation where there is a risk of overflow, then reset to 0 by the user if there is indeed an overflow.</p> <p>When the %S18 bit switches to 1, the application stops in error state if the %S78 bit has been to set to 1.</p>	0	YES	YES	YES
%S19 OVERRUN	Task period overrun (periodical scanning)	Normally set to 0, this bit is set to 1 by the system in the event of a time period overrun (i.e. task execution time is greater than the period defined by the user in the configuration or programmed into the %SW word associated with the task). The user must reset this bit to 0. Each task manages its own %S19 bit.	0	YES	YES	YES

Bit Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%S20 INDEXOVF	Index overflow	<p>Normally set to 0, this bit is set to 1 when the address of the indexed object becomes less than 0 or exceeds the number of objects declared in the configuration.</p> <p>In this case, it is as if the index were equal to 0. It must be tested by the user program after each operation where there is a risk of overflow, then reset to 0 if there is indeed an overflow.</p> <p>When the %S20 bit switches to 1, the application stops in error state if the %S78 bit has been set to 1.</p> <p>This bit is not available on Quantum safety PLCs.</p>	0	YES	YES	YES (except for safety PLCs)
%S21 1RSTTASKRUN	First task cycle	<p>Tested in a task (Mast, Fast, Aux0, Aux1, Aux2 Aux3), the bit %S21 indicates the first cycle of this task, including after a cold start with automatic start in run and a warm start. %S21 is set to 1 at the start of the cycle and reset to zero at the end of the cycle.</p> <p><b>Note:</b> The bit %S21 does not have the same meaning in PL7 as in Unity Pro.</p>	0	YES	YES	YES

## Description of System Bits %S30 to %S59

### Detailed Description

Description of system bits %S30 to %S59:

Bit Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%S30 MASTACT	Activation/deactivation of the master task	Normally set to 1. The master task is deactivated when the user sets the bit to 0. This bit is taken into consideration by the system at the end of each MAST task cycle. This bit is not available on Quantum safety PLCs.	1	YES	YES	YES (except for safety PLCs)
%S31 FASTACT	Activation/deactivation of the fast task	Normally set to 1 when the user creates the task. The task is deactivated when the user sets the bit to 0. This bit is not available on Quantum safety PLCs.	1	YES	YES	YES (except for safety PLCs)
%S32 AUX0ACT	Activation/deactivation of the auxiliary task 0	Normally set to 1 when the user creates the task. The auxiliary task is deactivated when the user sets the bit to 0. This bit is not available on Quantum safety PLCs.	0	NO	YES	YES (except for safety PLCs)
%S33 AUX1ACT	Activation/deactivation of the auxiliary task 1	Normally set to 1 when the user creates the task. The auxiliary task is deactivated when the user sets the bit to 0. This bit is not available on Quantum safety PLCs.	0	NO	YES	YES (except for safety PLCs)
%S34 AUX2ACT	Activation/deactivation of the auxiliary task 2	Normally set to 1 when the user creates the task. The auxiliary task is deactivated when the user sets the bit to 0. This bit is not available on Quantum safety PLCs.	0	NO	YES	YES (except for safety PLCs)
%S35 AUX3ACT	Activation/deactivation of the auxiliary task 3	Normally set to 1 when the user creates the task. The auxiliary task is deactivated when the user sets the bit to 0. This bit is not available on Quantum safety PLCs.	0	NO	YES	YES (except for safety PLCs)
%S38 ACTIVEVT	Enabling/inhibition of events	Normally set to 1. Events are inhibited when the user sets the bit to 0. This bit is not available on Quantum safety PLCs.	1	YES	YES	YES (except for safety PLCs)

<b>Bit Symbol</b>	<b>Function</b>	<b>Description</b>	<b>Initial state</b>	<b>Modicon M340</b>	<b>Premium Atrium</b>	<b>Quantum</b>
<b>%S39</b> EVTTOVR	Saturation in event processing	This bit is set to 1 by the system to indicate that one or more events cannot be processed following saturation of the queues. The user must reset this bit to 0. This bit is not available on Quantum safety PLCs.	0	YES	YES	YES (except for safety PLCs)
<b>%S40</b> RACK0ERR	Rack 0 input/output fault	The %S40 bit is assigned to rack 0. Normally set to 1, this bit is set to 0 when a fault occurs on the rack's I/Os. In this case: <ul style="list-style-type: none"><li>● the %S10 bit is set to 0,</li><li>● the I/O processor LED is on,</li><li>● the %lr.m.c.Err module bit is set to 1.</li></ul> This bit is reset to 1 when the fault disappears.	1	YES	YES	NO
<b>%S41</b> RACK1ERR	Rack 1 input/output fault	Idem %S40 for rack 1.	1	YES	YES	NO
<b>%S42</b> RACK2ERR	Rack 2 input/output fault	Idem %S40 for rack 2.	1	YES	YES	NO
<b>%S43</b> RACK3ERR	Rack 3 input/output fault	Idem %S40 for rack 3.	1	YES	YES	NO
<b>%S44</b> RACK4ERR	Rack 4 input/output fault	Idem %S40 for rack 4.	1	YES	YES	NO
<b>%S45</b> RACK5ERR	Rack 5 input/output fault	Idem %S40 for rack 5.	1	YES	YES	NO
<b>%S46</b> RACK6ERR	Rack 6 input/output fault	Idem %S40 for rack 6.	1	YES	YES	NO
<b>%S47</b> RACK7ERR	Rack 7 input/output fault	Idem %S40 for rack 7.	1	YES	YES	NO

Bit Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
<b>%S50</b> RTCWRITE	Updating of time and date via words %SW50 to %SW53	<p>Normally set to 0, this bit is set to 1 or 0 by the program or the terminal.</p> <ul style="list-style-type: none"> <li>set to 0: update of system words %SW50 to %SW53 by the date and time supplied by the PLC real-time clock.</li> <li>set to 1: system words %SW50 to %SW53 are no longer updated, therefore making it possible to modify them.</li> <li>The switch from 1 to 0 updates the real-time clock with the values entered in words %SW50 to %SW53.</li> </ul>	0	YES	YES	YES
<b>%S51</b> RTCCR	Time loss in real time clock	This system-managed bit set to 1 indicates that the real-time clock is missing or that its system words (%SW50 to %SW53) are meaningless. In this case the clock must be reset to the correct time.	-	YES	YES	YES
<b>%S59</b> RTCTUNING	Incremental update of the time and date via word %SW59	<p>Normally set to 0, this bit can be set to 1 or 0 by the program or the terminal:</p> <ul style="list-style-type: none"> <li>set to 0: the system does not manage the system word %SW59,</li> <li>set to 1: the system manages edges on word %SW59 to adjust the date and current time (by increment).</li> </ul>	0	YES	YES	YES

## Description of System Bits %S65 to %S79

### Detailed Description

Description of system bits %S65 to %S79:

Bit Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%S65 CARDIS	memory card disable	<p>This bit is used to ensure information consistency when a memory card is extracted from the CPU.</p> <p>To do this, it is necessary to generate a rising edge on the bit %S65 before extracting the memory card.</p> <p>On a rising edge detection, the card accessing LED turns off when the current accesses are finished (reading and writing of files, application saving). The CARDERR LED is unchanged.</p> <p>Now the memory card can be extracted, the CARDERR LED remains on or turns on.</p> <p>When a memory card is inserted:</p> <ul style="list-style-type: none"> <li>• the accessing LED turns on</li> <li>• the CARDERR LED shows the memory card status</li> <li>• %S65 remains unchanged</li> </ul> <p>%S65 must reset to 0 to allow rising edge detection.</p> <p><b>NOTE:</b> If a rising edge is generated on the bit and the memory card is not extracted, resetting the bit to 0 does not make the memory card accessible.</p> <p>To make the memory card accessible again either:</p> <ul style="list-style-type: none"> <li>• extract and re-insert the memory card</li> <li>• re-initialize the PLC (using the power supply reset button)</li> </ul>	0	YES	NO	NO

Bit Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%S66 LEDBATT APPLIBCK	Application backup	<p>This bit is set to 1 by the user to start a backup operation (transfer application from RAM to card). The system will detect the rising edge to start the backup. The state of this bit is polled by the system every second. A backup takes place only if the application in RAM is different from the one in the card.</p> <p>This bit is set to 0 by the system when the backup is finished.</p> <p><b>Warning:</b> Before doing a new backup by setting bit %S66 to 1, you must test that bit %S66 has been set to 0 by the system (meaning that the previous backup has finished). Never use %S66 if it is set to 1. This may lead to a loss of data.</p> <p>Bit %S66 is particularly useful after replacement of initial value %S94 and save-parameters.</p>	0	YES	NO	NO
%S67 PCMCIABAT0	State of the application memory card battery	<p>This bit is used to monitor the status of the main battery when the memory card is in the <b>upper</b> PCMCIA slot. This applies to Atriums, Premiums and Quantums (CPU 140 CPU 671 60/60S, 140 CPU 672 61, 140 CPU 672 60, 140 CPU 651 60/60S, 140 CPU 652 60 and 140 CPU 651 50):</p> <ul style="list-style-type: none"> <li>● set to 1: main voltage battery is low. The application is kept but the battery must be replaced following the predictive maintenance (<i>see Premium and Atrium using Unity Pro, Processors, racks and power supply modules, Implementation manual</i>) procedure),</li> <li>● set to 0: main battery voltage is sufficient (application always kept).</li> <li>● Bit %S67 is supported by Unity version ≥ 2.02.</li> </ul> <p><b>NOTE:</b> With “blue” PCMCIA (PV&gt;=04), bit %S67 is not set to 1 when main battery is absent, though with “green” PCMCIA (PV&lt;04), bit %S67 is set to 1 in the same condition.</p>	-	NO	YES	YES

Bit Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%S68 PLCBAT	State of processor battery	<p>This bit is used to check the operating state of the backup battery for saving data and the program in RAM.</p> <ul style="list-style-type: none"> <li>● set to 0: battery present and operational</li> <li>● set to 1: battery missing or non-operational</li> </ul>	-	NO	YES	YES
%S75 PCMCIABAT1	State of the data storage memory card battery	<p>This bit is supported by Unity Pro equal or greater to version 2.02. It is used to monitor the main battery status when the memory card is in the <b>lower</b> PCMCIA slot.</p> <p>For Premium processors, %S75 is supported by the following processors: TSX P57 4<sup>00</sup>, TSX P57 5<sup>00</sup> and TSX P57 6<sup>00</sup>.</p> <p><b>NOTE:</b> For all others Premium processors, %S75 shows a low battery level only when the battery is already at a critical level.</p> <p>For Quantum processors, %S75 is supported by the following processors: 140 CPU 672 61*, 140 CPU 672 60*, 140 CPU 671 60/60S*, 140 CPU 651 60/60S*, 140 CPU 652 60, and 140 CPU 651 50.</p> <p>%S75 is:</p> <ul style="list-style-type: none"> <li>● set to 1 when the main battery voltage is low. The application is kept but the battery must be replaced following the predictive maintenance (<i>see Premium and Atrium using Unity Pro, Processors, racks and power supply modules, Implementation manual</i>) procedure,</li> <li>● set to 0 when the main battery voltage is sufficient (application always kept).</li> </ul> <p>* Data stored on a memory card in slot B is not processed in safety projects.</p>	-	NO	YES	YES

Bit Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
<b>%S76</b> DIAGBUFFCONF	Configured diagnostics buffer	This bit is set to 1 by the system when the diagnostics option has been configured – a diagnostics buffer for storage of errors found by diagnostics DFBs is then reserved. This bit is read-only.	0	YES	YES	YES
<b>%S77</b> DIAGBUFFF-FULL	Full diagnostics buffer	This bit is set to 1 by the system when the buffer that receives errors from the diagnostics function blocks is full. This bit is read-only.	0	YES	YES	YES
<b>%S78</b> HALTIFERROR	Stop in the event of error	Normally at 0, this bit can be set to 1 by the user, to program a PLC stop on application fault: %S15, %S18, %20. On Quantum safety PLCs, the Halt state is replaced by the Error state when you are in Safe mode. Note also that %S15 and %20 are not available.	0	YES	YES	YES
<b>%S79</b> MBFBCTRL	Modbus forced bit control	This bit change the behavior of the Quantum Modbus server regarding forced bits: <ul style="list-style-type: none"><li>● at 0 (default value), standard management: bit value is changed even if the bit is forced.</li><li>● if set to 1 by the user: write bits request on forced bits do not change their value. There is no error in the response of the request.</li></ul> As other accesses, the history bit is always updated, whatever the forcing state.	0	NO	NO	YES

## Description of System Bits %S80 to %S96

### Detailed Description

Description of system bits %S80 to %S96:

Bit Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%S80 RSTMSGCNT	Reset message counters	Normally set to 0, this bit can be set to 1 by the user to reset the message counters %SW80 to %SW86.	0	YES	YES	YES
%S82	MB+PCMCIA polling adjust	This bit is used to change the request exchange mode with MB+MBP100 PCMCIA. By default (value 0), the system sends a request to the card and will poll for a response in the next Mast cycle. This mode is recommended for small Mast duration. When set to 1, the system sends a request to the card and waits for a response. This mode is recommended for large Mast duration.	0	NO	YES	NO
%S90 COMRFSH	Refresh common words	Normally set to 0, this bit is set to 1 on receiving common words from another network station. This bit can be set to 0 by the program or the terminal to check the common words exchange cycle.	0	NO	YES	NO
%S91 LCKASYNREQ	Lock asynchronous request	When this bit is set to 1, the asynchronous communication requests processed in the monitoring task are entirely executed without interruption from the other MAST or FAST tasks, thus ensuring the data is read or written consistently. <b>Reminder:</b> the request server of the monitoring task is addressed via gate 7 (X-Way).	0	NO	YES	NO
%S92 EXCHGTIME	Measurement mode of the communication function	Normally set to 0, this bit can be set to 1 by the user to set communication functions to performance measurement mode. The communication functions' time-out parameter ( <i>see Unity Pro, Communication, Block Library</i> (in the management table)) then displays the round trip exchange time in milliseconds. <b>Note:</b> The communication functions are executed with a time base of 100 ms.	0	YES	YES	NO

Bit Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%S94 SAVECURRVAL	Saving adjustment values	<p>Normally at 0, this bit can be set to 1 by the user to replace the initial values of the declared variables with a 'Save' attribute (e.g.: DFB variables) with the current values.</p> <p>For Modicon M340, on a %S94 rising edge, the internal RAM and the memory card content are different (%S96 = 0 and the CARDERR LED is on). On cold start, the current values are replaced by the most recent initial values only if a save to memory card function (Backup Save or %S66 rising edge) was done.</p> <p>The system resets the bit %S94 to 0 when the replacement has been made.</p> <p>Note: this bit must be used with care: do not set this bit permanently to 1 and use the master task only.</p> <p>This bit is not available on Quantum safety PLCs.</p> <p>When used with the TSX MFP • or TSX MCP •flash PCMCIA memory the saving adjustment values is not available.</p>	0	YES	YES	YES (except for safety PLCs)
%S96 BACKUP-PROGOK	Backup program OK	<p>This bit is set to 0 or 1 by the system.</p> <ul style="list-style-type: none"> <li>• Set to 0 when the card is missing or unusable (bad format, unrecognized type, etc.), or the card content is inconsistent with Internal Application RAM.</li> <li>• Set to 1 when the card is correct and the application is consistent with CPU Internal Application RAM.</li> </ul>	-	YES	NO	NO

## CAUTION

### APPLICATION UPLOAD NOT SUCCESSFUL

The bit %S94 must not be set to 1 during an upload.

If the bit %S94 is set to 1 then the upload may be impossible.

**Failure to follow these instructions can result in injury or equipment damage.**

 **CAUTION**

**LOSS OF DATA**

The bit %S94 must not be used with the TSX MFP • or the TSX MCP • flash PCMCIA memory. The function of this system bit is not available with this type of memory.

**Failure to follow these instructions can result in injury or equipment damage.**

## Description of System Bits %S100 to %S123

### Detailed Description

Description of system bits %S100 to %S123:

Bit SYMBOL	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%S100 PROTTERINL	Protocol on terminal port	<p>This bit is set to 0 or 1 by the system according to the state of the INL/DPT shunt on the console.</p> <ul style="list-style-type: none"> <li>if the shunt is missing (%S100=0), then the master Uni-Telway protocol is used,</li> <li>if the shunt is present (%S100=1) then the protocol used is the one indicated by the application configuration.</li> </ul>	-	NO	YES	NO
%S117 ERIODERR	Detected RIO error on Ethernet I/O network	<p>Normally set to 1, this bit is set to 0 by the system when a detected error occurs in a device on the Ethernet RIO.</p> <p>This bit is reset to 1 by the system when all the detected errors disappear.</p>	-	No	No	YES
%S118 REMIOERR	General Remote I/O fault	<p>Normally set to 1, this bit is set to 0 by the system when a fault occurs on a device connected to the RIO (Fipio for Premium or Drop S908 for Quantum) remote input/output bus.</p> <p>This bit is reset to 1 by the system when the fault disappears.</p> <p>This bit is not updated if an error occurs on the other buses (DIO, ProfiBus, ASI).</p>	-	YES	YES	YES
%S119 LOCIOERR	General in-rack I/O fault	<p>Normally set to 1, this bit is set to 0 by the system when a fault occurs on an I/O module placed in one of the racks.</p> <p>This bit is reset to 1 by the system when the fault disappears.</p>	-	YES	YES	YES

### CAUTION

#### %S119 for Quantum PLCs

On Quantum, network communication errors with remote devices detected by communication modules (NOM, NOE, NWM, CRA, CRP) and motion modules (MMS) are not reported on bits %S10, %S16 and %S119.

**Failure to follow these instructions can result in injury or equipment damage.**

Bit Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%S120 DIOERRPLC	DIO bus fault (CPU)	<p>Normally set to 1, this bit is set to 0 by the system when a fault occurs on a device connected to the DIO bus managed by the Modbus Plus link built into the CPU. This bit is not available on Quantum safety PLCs.</p> <p>In the Diagnostic viewer some information are available (if the entry is selected) to clarify error type on the bus. This information can identify the correct remote bus with the bus number (RIO, DIO).</p>	-	NO	NO	YES (except for safety PLCs)
%S121 DIOERRNOM1	DIO bus fault (NAME No. 1)	<p>Normally set to 1, this bit is set to 0 by the system when a fault occurs on a device connected to the DIO bus managed by the first 140 NAME 2<sup>ee</sup> module. This bit is not available on Quantum safety PLCs.</p> <p>In the Diagnostic viewer some information are available (if the entry is selected) to clarify error type on the bus. This information can identify the correct remote bus with the bus number (RIO, DIO).</p>	-	NO	NO	YES (except for safety PLCs)
%S122 DIOERRNOM2	DIO bus fault (NAME No. 2)	<p>Normally set to 1, this bit is set to 0 by the system when a fault occurs on a device connected to the DIO bus managed by the second 140 NAME 2<sup>ee</sup> module. This bit is not available on Quantum safety PLCs.</p> <p>In the Diagnostic viewer some information are available (if the entry is selected) to clarify error type on the bus. This information can identify the correct remote bus with the bus number (RIO, DIO).</p>	-	NO	NO	YES (except for safety PLCs)
%S123 ADJBX	Adjust Bus X	This bit is used by the system and cannot be used by the user application.	-	YES	YES	NO

## 6.2 System Words

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### Subject of this Section

This section describes the Modicon M340, Atrium, Premium and Quantum system words.

### **WARNING**

#### **UNEXPECTED APPLICATION BEHAVIOR**

Do not use system objects (%Si, %SWi) as variable when they are not documented.

**Failure to follow these instructions can result in death, serious injury, or equipment damage.**

### What Is in This Section?

This section contains the following topics:

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## Description of System Words %SW0 to %SW11

### Detailed Description

Description of system words %SW0 to %SW11.

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW0 MASTPERIOD	Master task scanning period	<p>This word is used to modify the period of the master task via the user program or via the terminal.</p> <p>The period is expressed in ms (1...255 ms)</p> <p>%SW0=0 in cyclic operation.</p> <p>On a cold restart: it takes the value defined by the configuration.</p> <p>This word is not available on Quantum safety PLCs.</p>	0	YES	YES	YES (except for safety PLCs)
%SW1 FASTPERIOD	Fast task scanning period	<p>This word is used to modify the period of the fast task via the user program or via the terminal.</p> <p>The period is expressed in milliseconds (1...255 ms).</p> <p>On a cold restart, it takes the value defined by the configuration.</p> <p>This word is not available on Quantum safety PLCs.</p>	0	YES	YES	YES (except for safety PLCs)
%SW2 AUX0PERIOD %SW3 AUX1PERIOD %SW4 AUX2PERIOD %SW5 AUX3PERIOD	Auxiliary task scanning period	<p>This word is used to modify the period of the tasks defined in the configuration, via the user program or via the terminal.</p> <p>The period is expressed in tens of ms (10ms to 2.55s).</p> <p>(1) only on 140 CPU 6** and TSX 57 5** PLCs.</p> <p>These words are not available on Quantum safety PLCs.</p>	0	NO	YES (1)	YES (1) (except for safety PLCs)
%SW6 %SW7	IP Address	Gives the IP address of the CPU Ethernet port. Modification is not taken into account. Is 0 if the CPU does not have an Ethernet link.	-	YES	NO	NO

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW8 TSKINHIBIN	Acquisition of task input monitoring	<p>Normally set to 0, this bit can be set to 1 or 0 by the program or the terminal. It inhibits the input acquisition phase of each task:</p> <ul style="list-style-type: none"> <li>● %SW8.0 = 1 inhibits the acquisition of inputs relating to the MAST task.</li> <li>● %SW8.1 = 1 inhibits the acquisition of inputs relating to the FAST task.</li> <li>● %SW8.2 to 5 = 1 inhibits the acquisition of inputs relating to the AUX 0...3 tasks.</li> </ul> <p>(1) <b>Note:</b> On Modicon M340, inputs/outputs distributed via CANopen bus are not affected by the word %SW8.</p> <p>(2) <b>Note:</b> On Quantum, inputs/outputs distributed via DIO bus are not affected by the word %SW8.</p> <p>(3) <b>Note:</b> On PREMIUM, inputs/outputs distributed via ETY and ETY PORT are not affected by the word %SW8. High End CPU Ethernet Port is affected by the word %SW8.</p> <p>This word is not available on Quantum safety PLCs.</p>	0	YES(1)	YES (3)	YES(2) (except for safety PLCs)

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW9 TSKINHIBOUT	Monitoring of task output update	<p>Normally set to 0, this bit can be set to 1 or 0 by the program or the terminal. Inhibits the output updating phase of each task.</p> <ul style="list-style-type: none"> <li>• %SW9.0 = 1 assigned to the MAST task; outputs relating to this task are no longer managed.</li> <li>• %SW9.1 = 1 assigned to the FAST task; outputs relating to this task are no longer managed.</li> <li>• %SW9.2 to 5 = 1 assigned to the AUX 0...3 tasks; outputs relating to these tasks are no longer managed.</li> </ul> <p>(3) <b>Note:</b> On Modicon M340, inputs/outputs distributed via CANopen bus are not affected by the word %SW9. On Modicon M340, after an operating mode, outputs are in security mode state equal to 0 while the bit is set.</p> <p>(4) <b>Note:</b> On Quantum, inputs/outputs distributed via DIO bus are not affected by the word %SW9.</p> <p>This word is not available on Quantum safety PLCs.</p>	0	YES (3)	YES	YES (4) (except for safety PLCs)

## CAUTION

### UNEXPECTED APPLICATION BEHAVIOR

Before setting the %SW9 value to 1, ensure that the output behavior will remain appropriate:

#### **On Premium/Atrium:**

Module outputs located on the X Bus automatically switch to the configured mode (fallback or maintain). On the Fipio bus, certain devices do not manage fallback mode, then only maintain mode is possible.

#### **On Quantum:**

All outputs, as well as the local or remote rack (RIO) are maintained in the state that preceded the switch to 1 of the %SW9 bit corresponding to the task.

The Distributed Inputs/Outputs (DIO) are not assigned by the system word %SW9.

**Failure to follow these instructions can result in injury or equipment damage.**

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW10 TSKINIT	First cycle after cold start	If the value of the current task bit is set to 0, this means that the task is performing its first cycle after a cold start. <ul style="list-style-type: none"><li>● %SW10.0: assigned to the MAST task.</li><li>● %SW10.1: assigned to the FAST task.</li><li>● %SW10.2 to 5: assigned to the AUX 0...3 tasks.</li></ul> This word is not available on Quantum safety PLCs.	0	YES	YES	YES (except for safety PLCs)
%SW11 WDGVALUE	Watchdog duration	Reads the duration of the watchdog. The duration is expressed in milliseconds (10...1500 ms). This word cannot be modified. <b>NOTE:</b> The duration range in Quantum Safety PLCs is: 20...990 ms.	-	YES	YES	YES

## Description of System Words %SW12 to %SW29

### Detailed Description

Description of system words %SW12 to %SW29:

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
<b>%SW12</b> UTWPORTADDR	Processor serial port address	<p>For Premium: Uni-Telway address of terminal port (in slave mode) as defined in the configuration and loaded into this word on cold start. The modification of the value of this word is not taken into account by the system.</p> <p>For Modicon M340: Gives the Modbus slave address of the CPU serial port. Modification is not taken into account. Is 0 if the CPU does not have a Serial Port link.</p>	-	YES	YES	NO (see %SW12 below)
<b>%SW12</b> APMODE	Mode of the application processor	<p>For Quantum safety PLC only, this word indicates the operating mode of the application processor of the CPU module.</p> <ul style="list-style-type: none"> <li>• 16#A501 = maintenance mode</li> <li>• 16#5AFE = safe mode</li> </ul> <p>Any other value is interpreted as an error.</p> <p><b>Note:</b> In a HotStand By safety system, this word is exchanged from the primary to the standby PLC to inform the standby PLC of the safe or maintenance mode.</p>	16#A501	NO	NO	YES Only on safety PLCs
<b>%SW13</b> XWAYNETWADDR	Main address of the station	<p>This word indicates the following for the main network (Fipway or Ethway):</p> <ul style="list-style-type: none"> <li>• the station number (least significant byte) from 0 to 127,</li> <li>• the network number (most significant byte) from 0 to 63,</li> </ul> <p>(value of the micro-switches on the PCMCIA card).</p>	254 (16#00FE)	NO	YES	NO (see %SW13 below)

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW13 INTELMODE	Mode of the Intel processor	<p>For Quantum safety PLC only, this word indicates the operating mode of the Intel Pentium processor of the CPU module.</p> <ul style="list-style-type: none"> <li>● 16#501A = maintenance mode</li> <li>● 16#5AFE = safe mode</li> </ul> <p>Any other value is interpreted as an error.</p> <p><b>Note:</b> In a HotStand By safety system, this word is exchanged from the primary to the standby PLC to inform the standby PLC of the safe or maintenance mode.</p>	-	NO	NO	YES Only on safety PLCs
%SW14 OSCOMMVERS	Commercial version of PLC processor	<p>This word contains the current Operating System (OS) version of the PLC processor.</p> <p><b>Example:</b> 16#0135 version: 01 issue number: 35</p>	-	YES	YES	YES
%SW15 OSCOMMPATCH	PLC processor patch version	<p>This word contains the commercial version of the PLC processor patch. It is coded onto the least significant byte of the word.</p> <p>Coding: 0 = no patch, 1 = A, 2 = B...</p> <p><b>Example:</b> 16#0003 corresponds to patch C.</p>	-	YES	YES	YES
%SW16 OSINTVERS	Firmware version number	<p>This word contains the Firmware version number in hexadecimal of the PLC processor firmware.</p> <p><b>Example:</b> 16#0011 version: 2.1 VN: 17</p>	-	YES	YES	YES

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW17 FLOATSTAT	Error status on floating operation	<p>When an error in a floating arithmetic operation is detected, bit %S18 is set to 1 and %SW17 error status is updated according to the following coding:</p> <ul style="list-style-type: none"> <li>● %SW17 . 0 = Invalid operation / result is not a number,</li> <li>● %SW17 . 1 =Denormalized operand / result is acceptable (flag not managed by Modicon M340 or Quantum Safety PLCs),</li> <li>● %SW17 . 2 = Division by 0 / result is infinity,</li> <li>● %SW17 . 3 = Overflow / result is infinity,</li> <li>● %SW17 . 4 = Underflow / result is 0,</li> <li>● %SW17 . 5 to 15 = not used.</li> </ul> <p>This word is reset to 0 by the system on cold start, and also by the program for re-usage purposes.</p>	0	YES	YES	YES Only on safety PLCs
%SD18: %SW18 and %SW19 100MSCOUNTER	Absolute time counter	<p>%SW18 represents the least significant bytes and %SW19 the most significant bytes of the double word %SD18, which is incremented by the system every 1/10<sup>th</sup> of a second. The application can read or write these words in order to perform duration calculations.</p> <p>%SD18 is incremented systematically, even in STOP mode and equivalent states. However, times when the PLC is switched off are not taken into account, since the function is not linked to the real-time scheduler, but only to the real-time clock.</p> <p>For Quantum safety PLC, knowing that the 2 processors must process exactly the same data, the value of %SD18 is updated at the beginning of the mast task, and then frozen during the application execution.</p>	0	YES	YES	YES

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SD20: %SW20 and %SW21 MSCOUNTER	Absolute time counter	For M340 and Quantum PLCs %SD20 is incremented every 1/1000th of a second by the system (even when the PLC is in STOP, %SD20 is no longer incremented if the PLC is powered down). %SD20 can be read by the user program or by the terminal. %SD20 is reset on a cold start. %SD20 is not reset on a warm start. For Premium TSX P57 1•4M/2•4M/3•4M/C024M/024M and TSX PCI57 204M/354M PLCs, %SD20 is incremented by 5 every 5/1000th of a second by the system. For all the others Premium PLCs, %SD20 is time counter at 1 ms like Quantum and M340 PLCs. For Quantum safety PLC, knowing that the 2 processors must process exactly the same data, the value of %SD18 is updated at the beginning of the mast task, and then frozen during the application execution.	0	YES	YES	YES
%SW23	Rotary switch value	The least significant byte contains the Ethernet processor rotary switch. It can be read by the user program or by the terminal.	-	YES	NO	NO
%SW26	Number of requests processed	This system word allows to verify on server side the number of requests processed by PLC per second.	-	YES	NO	NO

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW27 %SW28 %SW29	System overhead time	<ul style="list-style-type: none"><li>● %SW27 is the last system overhead time.</li><li>● %SW28 contains the maximum system overhead time.</li><li>● %SW29 contains the minimum system overhead time.</li></ul> <p>The system overhead time depends on the configuration (number of I/O...) and on the current cycle requests (communication, diagnostics). System overhead time = Mast Cycle Time - User code execution time. These can be read and written by the user program or by the terminal.</p>	-	YES	NO	NO

## Description of System Words %SW30 to %SW47

### Detailed Description

Description of system words %SW30 to %SW35:

Word Symbol	Function	Description	Initial state	Modicon M340	Premium	Quantum
%SW30 MASTCURRTIME	Master task execution time	This word indicates the execution time of the last master task cycle (in ms).	-	YES	YES	YES
%SW31 MASTMAXTIME	Maximum master task execution time	This word indicates the longest master task execution time since the last cold start (in ms).	-	YES	YES	YES
%SW32 MASTMINTIME	Minimum master task execution time	This word indicates the shortest master task execution time since the last cold start (in ms).	-	YES	YES	YES
%SW33 FASTCURRTIME	Fast task execution time	This word indicates the execution time of the last fast task cycle (in ms). This word is not available on Quantum safety PLCs.	-	YES	YES	YES (except for safety PLCs)
%SW34 FASTMAXTIME	Maximum fast task execution time	This word indicates the longest fast task execution time since the last cold start (in ms). This word is not available on Quantum safety PLCs.	-	YES	YES	YES (except for safety PLCs)
%SW35 FASTMINTIME	Minimum fast task execution time	This word indicates the shortest fast task execution time since the last cold start (in ms). This word is not available on Quantum safety PLCs.	-	YES	YES	YES (except for safety PLCs)

**NOTE:** Execution time is the time elapsed between the start (input acquisition) and the end (output update) of a scanning period. This time includes the processing of event tasks, the fast task, and the processing of console requests. In a Quantum HSBY configuration, %SW30,%SW31 and %SW32 include the time of Copro Data exchange between Primary and Stand By CPU.

## Description of system words %SW36 to %SW47.

Word Symbol	Function	Description	Initial state	Modicon M340	Premium	Quantum
%SW36 AUX0CURRTIME %SW39 AUX1CURRTIME %SW42 AUX2CURRTIME %SW45 AUX3CURRTIME	Auxiliary task execution time	Those words indicate the execution time of the last cycle of the AUX 0...3 tasks (in ms). <b>NOTE:</b> %SW36 and %SW39 words have a different function in Quantum Safety PLCs and the other words are not available on Quantum safety PLCs.	-	NO	YES (1)	YES (1) (different function in Safety PLCs)
%SW37 AUX0MAXTIME %SW40 AUX1MAXTIME %SW43 AUX2MAXTIME %SW46 AUX3MAXTIME	Maximum auxiliary task execution time	Those words indicate the longest task execution time of AUX 0...3 tasks since the last cold start (in ms). <b>NOTE:</b> %SW37 word has a different function in Quantum Safety PLCs and the other words are not available on Quantum safety PLCs.	-	NO	YES (1)	YES (1) (different function in Safety PLCs)
%SW38 AUX0MINTIME %SW41 AUX1MINTIME %SW44 AUX2MINTIME %SW47 AUX3MINTIME	Minimum auxiliary task execution time	Those words indicate the shortest task execution time of AUX 0...3 tasks since the last cold start (in ms). <b>NOTE:</b> %SW38 word has a different function in Quantum Safety PLCs and the other words are not available on Quantum safety PLCs.	-	NO	YES (1)	YES (1) (different function in Safety PLCs)

(1) Only on 140 CPU 6•• and TSX P57 5•• PLCs.

**NOTE:** %SW36 to %SW39 have a specific function in Quantum Safety PLCs, refer to *Unity\_Pro\_XLS Software Operating Modes Specifics* guide for more details.

## Description of System Words %SW48 to %SW59

### Detailed Description

Description of system words %SW48 to %SW59.

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW48 IOEVTNB	Number of events	<p>This word indicates the IO events and telegram processed since the last cold start. This word can be written by the program or the terminal</p> <p>This word is not available on Quantum safety PLCs.</p> <p><b>NOTE:</b> TELEGRAM is available only for PREMIUM (not on Quantum or M340).</p>	0	YES	YES	YES (except for safety PLCs)
%SW49 DAYOFWEEK %SW50 SEC %SW51 HOURMIN %SW52 MONTHDAY %SW53 YEAR	Real-time clock function	<p>System words containing date and current time (in BCD):</p> <ul style="list-style-type: none"> <li>● %SW49: day of the week:           <ul style="list-style-type: none"> <li>● 1 = Monday,</li> <li>● 2 = Tuesday,</li> <li>● 3 = Wednesday,</li> <li>● 4 = Thursday,</li> <li>● 5 = Friday,</li> <li>● 6 = Saturday,</li> <li>● 7 = Sunday,</li> </ul> </li> <li>● %SW50: Seconds (16#SS00),</li> <li>● %SW51: Hours and Minutes (16#HHMM),</li> <li>● %SW52: Month and Day (16#MMDD),</li> <li>● %SW53: Year (16#YYYY).</li> </ul> <p>These words are managed by the system when the bit %S50 is set to 0. These words can be written by the user program or by the terminal when the bit %S50 is set to 1.</p>	-	YES	YES	YES

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum																																																											
%SW54 STOPSEC <b>%SW55</b> STOPHFM <b>%SW56</b> STOPMD <b>%SW57</b> STOPYEAR <b>%SW58</b> STOPDAY	Real-time clock function on last stop	<p>System words containing date and time of the last power failure or PLC stop (in Binary Coded Decimal):</p> <ul style="list-style-type: none"> <li>● %SW54: Seconds (00SS),</li> <li>● %SW55: Hours and Minutes (HHMM),</li> <li>● %SW56: Month and Day (MMDD),</li> <li>● %SW57: Year (YYYY),</li> <li>● %SW58: the most significant byte contains the day of the week (1 for Monday through to 7 for Sunday), and the least significant byte contains the code for the last stop:           <ul style="list-style-type: none"> <li>● 1 = change from RUN to STOP by the terminal or the dedicated input,</li> <li>● 2 = stop by watchdog (PLC task or SFC overrun),</li> <li>● 4 = power outage or memory card lock operation,</li> <li>● 5 = stop on hardware fault,</li> <li>● 6 = stop on software fault.</li> </ul> </li> </ul> <p>Details on the type of software fault are stored in %SW125.</p>	-	YES	YES	YES																																																											
<b>%SW59</b> ADJDATETIME	Adjustment of current date	<p>Contains two 8-bit series to adjust the current date.</p> <p>The action is always performed on the rising edge of the bit.</p> <p>This word is enabled by bit %S59=1.</p> <p>In the following illustration, bits in the left column increment the value, and bits in the right column decrement the value:</p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td style="text-align: center;">Bits</td> <td style="text-align: center;">0</td> <td style="text-align: center;">1</td> <td style="text-align: center;">2</td> <td style="text-align: center;">3</td> <td style="text-align: center;">4</td> <td style="text-align: center;">5</td> <td style="text-align: center;">6</td> <td style="text-align: center;">7</td> <td style="text-align: center;">8</td> <td style="text-align: center;">9</td> <td style="text-align: center;">10</td> <td style="text-align: center;">11</td> <td style="text-align: center;">12</td> <td style="text-align: center;">13</td> <td style="text-align: center;">14</td> <td style="text-align: center;">15</td> </tr> <tr> <td style="text-align: center;">+</td> <td></td> </tr> <tr> <td style="text-align: center;">-</td> <td></td> </tr> </table> <p style="text-align: center;"><b>Type of value</b></p> <table style="margin-left: auto; margin-right: auto;"> <tr> <td style="text-align: center;">Day of the week</td> <td style="text-align: center;">Seconds</td> </tr> <tr> <td style="text-align: center;">Minutes</td> <td style="text-align: center;">Hours</td> </tr> <tr> <td style="text-align: center;">Days</td> <td style="text-align: center;">Months</td> </tr> <tr> <td style="text-align: center;">Years</td> <td style="text-align: center;">Centuries</td> </tr> </table>	Bits	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	+																	-																	Day of the week	Seconds	Minutes	Hours	Days	Months	Years	Centuries	0	YES	YES	YES
Bits	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15																																																	
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Years	Centuries																																																																

## Description of System Words %SW70 to %SW100

### Detailed Description

Description of system words %SW70 to %SW100.

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW70 WEEKOFYEAR	Real-time clock function	System word containing the number of the week in the year: 1 to 52 (in BCD).	-	YES	YES	YES
%SW71 KEY_SWITCH	Position of the switches on the Quantum front panel	<p>This word provides the image of the positions of the switches on the front panel of the Quantum processor. This word is updated automatically by the system.</p> <ul style="list-style-type: none"> <li>● %SW71.0 = 1 switch in the "Memory protected" position,</li> <li>● %SW71.1 = 1 switch in the "STOP" position,</li> <li>● %SW71.2 = 1 switch in the "START" position,</li> <li>● %SW71.8 = 1 switch in the "MEM" position,</li> <li>● %SW71.9 = 1 switch in the "ASCII" position,</li> <li>● %SW71.10 = 1 switch in the "RTU" position,</li> <li>● %SW71.3 to 7 and 11 to 15 are not used.</li> </ul>	0	NO	NO	YES
%SW75 TIMEREVTNB	Timer-type event counter	<p>This word contains the number of timer-type events in the queue.</p> <p>(1): Not available on the following processors: TSX 57 1•2•3•4•5•.</p> <p>This word is not available on Quantum Safety PLCs.</p>	0	YES	YES (1)	YES (except for Safety PLCs)
%SW76 DLASTREG	Diagnostics function: recording	<p>Result of the last registration</p> <ul style="list-style-type: none"> <li>● = 0 if the recording was successful,</li> <li>● = 1 if the diagnostics buffer has not been configured,</li> <li>● = 2 if the diagnostics buffer is full.</li> </ul>	0	YES	YES	YES

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW77 DLASTDEREG	Diagnostics function: non-recording	Result of the last de-registration <ul style="list-style-type: none"> <li>● = 0 if the non-recording was successful,</li> <li>● = 1 if the diagnostics buffer has not been configured,</li> <li>● = 21 if the error identifier is invalid,</li> <li>● = 22 if the error has not been recorded.</li> </ul>	0	YES	YES	YES
%SW78 DNBERRBUF	Diagnostics function: number of errors	Number of errors currently in the diagnostics buffer.	0	YES	YES	YES

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW80 MSGCNT0 %SW81 MSGCNT1	Message management	<p>These words are updated by the system, and can also be reset using %S80.</p> <p>For Premium:</p> <ul style="list-style-type: none"> <li>● %SW80: Number of message sent by the system to the terminal port (Uni-Telway port)</li> <li>● %SW81: Number of message received by the system to the terminal port (Uni-Telway port)</li> </ul> <p>For Modicon M340:</p> <ul style="list-style-type: none"> <li>● %SW80: Number of message sent by the system to the terminal port (Modbus serial port),</li> <li>● %SW81: Number of message received by the system to the terminal port (Modbus serial port).</li> </ul> <p>For Quantum:</p> <ul style="list-style-type: none"> <li>● %SW80: Number of Modbus messages sent by the system as client on all communication ports.</li> </ul> <p><b>NOTE:</b> Modbus messages sent by the system as Master are not counted in this word.</p> <ul style="list-style-type: none"> <li>● %SW81: Number of Modbus messages received by the system as client on all communication port.</li> </ul> <p><b>NOTE:</b> Modbus messages received as response to the requests sent by the system, as Master, are not counted in this word.</p>	0	YES	YES	YES

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW82 %SW83	Message management	<p>These words are updated by the system, and can also be reset using %S80.</p> <p>For Premium:</p> <ul style="list-style-type: none"> <li>● %SW82: Number of messages sent by the system to the PCMCIA module,</li> <li>● %SW83: Number of messages received by the system from the PCMCIA module.</li> </ul> <p>For Quantum:</p> <ul style="list-style-type: none"> <li>● %SW82: Number of Modbus messages sent or received on serial port 1,</li> <li>● %SW83: Number of Modbus messages sent or received on serial port 2.</li> </ul>	0	NO	YES	YES
%SW84 MSGCNT4 %SW85 MSGCNT5	Premium: Telegram management Modicon M340: Message management	<p>These words are updated by the system, and can also be reset using %S80.</p> <p>For Premium:</p> <ul style="list-style-type: none"> <li>● %SW84: Number of telegrams sent by the system,</li> <li>● %SW85: Number of telegrams received by the system.</li> </ul> <p>For Modicon M340:</p> <ul style="list-style-type: none"> <li>● %SW84: Number of messages sent to the USB port,</li> <li>● %SW85: Number of messages received by the USB port.</li> </ul>	0	YES	YES	NO

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW86 MSGCNT6	Message management	<p>This word is updated by the system, and can also be reset using %S80.</p> <p>For Premium:</p> <ul style="list-style-type: none"> <li>Number of messages refused by the system.</li> </ul> <p>For Modicon M340:</p> <ul style="list-style-type: none"> <li>Number of messages refused by the system, not treated because of lack of resources for example. If the message is refused by Modbus Server then it corresponds to Modbus exception messages, sent by the CPU to the remote Modbus client.</li> </ul>	0	YES	YES	NO
%SW87 MSTSERCNT	Communication flow management	<p>Number of requests processed by synchronous server per master (MAST) task cycle.</p> <p>The requests processed may come from all communication ports (having access to the server Modbus/UNI-TE, each of them having its own limitation). This means also that requests from other clients, then communication EFs like IO Scanner, connected HMI and so on should be counted.</p>	0	YES	YES	YES

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW88 ASNSEVCNT %SW89 APPSEVCNT	Premium: Communication flow management Modicon M340: HTTP and FTP requests received by the processor's Web server and FTP server per second	<p>For Premium:</p> <ul style="list-style-type: none"> <li>● %SW88: Number of requests processed by asynchronous server per master (MAST) task cycle,</li> <li>● %SW89: Number of requests processed by server functions (immediately) per master (MAST) task cycle.</li> </ul> <p>For Modicon M340:</p> <ul style="list-style-type: none"> <li>● %SW88: Number of HTTP requests received by the processor's Web server per second,</li> <li>● %SW89: Number of FTP requests received by the FTP server per second.</li> </ul>	0	YES	YES	NO

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW90 MAXREQNB	Maximum number of requests processed per master task cycle	<p>This word is used to set a maximum number of requests (all protocols included: UNI-TE, Modbus, etc.) which can be processed by the server of the PLC per master task cycle.(Requests sent by the PLC as client are not concerned.) This number of requests must be between a minimum and a maximum (defined as N+4) depending on the model.</p> <p><b>For M340 range:</b></p> <ul style="list-style-type: none"> <li>● BMX P34 10••/20••/: N = 8 (minimum 2, maximum 8 + 4 = 12),</li> </ul> <p><b>For Premium range:</b></p> <ul style="list-style-type: none"> <li>● TSX 57 0•: N = 4 (minimum 2, maximum 4 + 4 = 9),</li> <li>● TSX 57 1•: N = 4 (minimum 2, maximum 4 + 4 = 8),</li> <li>● TSX 57 2•: N = 8 (minimum 2, maximum 8 + 4 = 12),</li> <li>● TSX 57 3•: N = 12 (minimum 2, maximum 12 + 4 = 16),</li> <li>● TSX 57 4•: N = 16 (minimum 2, maximum 16 + 4 = 20),</li> <li>● TSX 57 5•: N = 16 (minimum 2, maximum 16 + 4 = 20)</li> </ul> <p><b>For Quantum range:</b></p> <ul style="list-style-type: none"> <li>● 140 CPU 31••/43••/53••/: N = 10 (minimum 5, maximum 10 + 4 = 14),</li> <li>● 140 CPU 6••: N = 20 (minimum 5, maximum 20 + 4 = 24),</li> </ul> <p><b>NOTE:</b> Requests may come from various modules or embedded communication ports. The communication exchange capacity of each port is limited, therefore the maximum request value set in %SW90 might not be reached.</p>	N	YES	YES	YES

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
Continued <b>%SW90</b> MAXREQNB	Maximum number of requests processed per master task cycle	<p>The Word is initialized by the system with N (default value) If the value 0 is entered, it is the value N that is taken into account.</p> <p>If a value between 1 and minimum is entered, it is the minimum value that is taken into account.</p> <p>If a value greater than maximum is entered, it is maximum value that is taken into account.</p> <p>The number of requests to be processed per cycle should take into account requests from all communication ports (having access to the server.) This means that requests from other clients than communication EFs, like IO Scanner, connected HMI and so on should also be taken into account.</p>	N	YES	YES	YES
<b>%SW91-92</b>	Function blocks message rates	<ul style="list-style-type: none"> <li>● %SW91: Number of function blocks messages sent per second,</li> <li>● %SW92: Number of function block messages received per second.</li> </ul> <p>Can be read by the user program or by the terminal.</p> <p>These counters does not include other outgoing requests coming from an IO Scanner for example.</p>	0	YES	YES	NO

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW93	Memory card file system format command & status	<p>Can be read and written by the user program or the terminal. This word is used by the customer to format or clean up the memory card:</p> <p>The format operation deletes the web pages. To recover them, perform one of the two following actions</p> <ul style="list-style-type: none"> <li>● Use FTP.           <ul style="list-style-type: none"> <li>● Before performing the format, save the web pages using FTP.</li> <li>● After performing the format, reload the web pages via FTP.</li> </ul> </li> <li>● Reinstall the firmware operating system of the processor.</li> </ul> <p>The clean up operation deletes the content of the data storage directory.</p> <p>Formatting or clean up is possible only in Stop mode:</p> <ul style="list-style-type: none"> <li>● %SW93.0 = 1 a rising edge starts the format operation.</li> <li>● %SW93.1 gives the file system status after a format or a clean Up operation request:           <ul style="list-style-type: none"> <li>● %SW93.1 = 0 invalid file system or command under progress,</li> <li>● %SW93.1 = 1 valid file system.</li> </ul> </li> <li>● %SW93.2 = 1 a rising edge starts the clean up operation.</li> </ul>	0	YES	NO	NO

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW94 %SW95	Application modification signature	<p>These two words contain a 32-bit value that changes at every application modification except when:</p> <ul style="list-style-type: none"> <li>● updating upload information,</li> <li>● replacing the initial value with the current value,</li> <li>● saving the parameter command.</li> </ul> <p>They can be read by the user program or by the terminal.</p>	-	YES	NO	NO
%SW96 CMDDIAGSAV-EREST	Command and Diagnostic of Save and Restore	<p>This word is used to copy or delete the current value of %MW to or from internal flash memory (<i>see page 117</i>) and to give the action's status. It can be read by the user program or by the terminal:</p> <ul style="list-style-type: none"> <li>● %SW96.0: Request to copy current value of %MW to internal Flash memory. Set to 1 by the user to request a save, and set to 0 by the system when a save is in progress.</li> </ul> <p><b>NOTE:</b> You must stop the processor before copying via %SW96.0.</p> <ul style="list-style-type: none"> <li>● %SW96.1 is set to 1 by the system when a save is finished, and set to 0 by the system when a save is in progress.</li> <li>● %SW96.2 = 1 indicates an error on a save or restore operation (see %SW96.8 to 15 for error code definitions).</li> <li>● %SW96.3 = 1 indicates that a restore operation is in progress.</li> <li>● %SW96.4 may be set to 1 by the user to delete %MW area in internal Flash memory.</li> <li>● %SW96.7 = 1 indicates that internal memory has valid %MW backup.</li> </ul>	-	YES	NO	NO

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW96 CMDDIAGSAV- EREST	Command and Diagnostic of Save and Restore	%SW96.8 to 15 are error codes when %SW96.2 is set to 1: <ul style="list-style-type: none"> <li>● %SW96.9 = 1 indicates that the saved %MW number is less than the configured number.</li> <li>● %SW96.8 = 1 and %SW96.9 = 1 means that the saved %MW number is greater than the configured number.</li> <li>● %SW96.8 = 1, %SW96.9 = 1 and %SW96.10 = 1 indicates a detected write error in internal flash memory.</li> </ul>	-	YES	NO	NO
%SW97 CARDSTS	Card status	Can be read by the user program or by the terminal. Indicates the status of the card.  %SW97: 0000 = no error. 0001 = application backup or file write sent to a write-protected card. 0002 = card not recognized, or application backup damaged. 0003 = backup of the application requested, but no card available. 0004 = card access error, for example after a card has been removed not properly. 0005 = no file system present in the card, or file system not compatible. Use %SW93.0 to format the card.	-	YES	NO	NO

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW99 <sup>1</sup> INPUTADR/SWAP <sup>1</sup>	Communication redundancy management(1)	<p><b>NOTE:</b> This word is used for Premium and Quantum module but has a different function.</p> <p>Word used to manage the redundancy of network modules. When a problem is detected on a communication module used to access a network number x (X-WAY), it is possible to switch to another communication module (connected to the same network) by entering the network number in the %SW99 word.</p> <p>%SW99 is reset to 0 by the system.</p>	0	NO	YES <sup>1</sup>	NO
%SW99 <sup>2</sup> CRA_COMPAT_HIGH <sup>2</sup>	CRA compatibility high status register	<p><b>NOTE:</b> This word is used for Premium and Quantum module but has a different function (see Modicon Quantum, Change Configuration On The Fly, User Guide).</p> <p>Word used to manage the CCOTF compatibility when a new module is inserted. When a module is inserted in the RIO drop the corresponding bit is at 1 and indicates that the module is connected on the drop and CCOTF compatible.</p>	0	NO	NO	YES <sup>2</sup>
%SW100 CCOTF_COUNT	CCOTF counting status register	<p>Word is incremented each time a CCOTF modification is performed in a PLC.</p> <p>%SW100 = XXYY where:</p> <ul style="list-style-type: none"> <li>• XX is incremented each time an I/O configuration is done in RUN state in a RIO drop,</li> <li>• YY is incremented each time an I/O configuration is done in RUN state in local rack.</li> </ul>	0	NO	NO	YES

## Description of System Words %SW108 to %SW116

### Detailed Description

Description of system words %SW108 to %SW116.

Word Symbol	Function	Description	Initial state	Modicon M340	Quantum	Premium Atrium
<b>%SW108</b> FORCEDIOIM	Forced bit counting status register	Word %SW108: <ul style="list-style-type: none"><li>• increments each time an discrete bit (%I,%Q or %M) is forced</li><li>• decrements each time an discrete bit is unforced</li></ul>	0	YES	YES	YES
<b>%SW109</b> FORCEDANA	Forced analog channel counting status register	Word %SW109: <ul style="list-style-type: none"><li>• increment each time an analog channel is forced</li><li>• decrement each time an analog channel is unforced</li></ul>	0	YES	YES <sup>1</sup>	YES
<b>%SW116</b> REMIOERR	Fipio I/O error	Normally set to 0, each bit for this word signifies the Fipio exchange status of the exchange in which it is being tested. This word is to be reset to 0 by the user. More details on bits of word %SW116: <ul style="list-style-type: none"><li>• %SW116.0 = 1 explicit exchange error (variable has not been exchanged on the bus)</li><li>• %SW116.1 = 1 time-out on an explicit exchange (no reply at the end of time-out)</li><li>• %SW116.2 = 1 maximum number of explicit exchanges achieved at the same time</li><li>• %SW116.3 = 1 a frame is invalid</li><li>• %SW116.4 = 1 the length of frame received is greater than the length that was declared</li><li>• %SW116.5 = reserved on 0</li><li>• %SW116.6 = 1 a frame is invalid, or an agent is initializing</li><li>• %SW116.7 = 1 absence of a configured device</li><li>• %SW116.8 = 1 channel fault (at least one device channel is indicating a fault)</li><li>• %SW116.9 to 15 = reserved on 0</li></ul>	-	NO	NO	YES

<sup>1</sup> Limited to analog channels of Modicon M340 Analog Modules in M340 remote I/O drops

## Description of System Words %SW123 to %SW127

### Detailed Description

Description of system words %SW123 to %SW127.

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW123 ADJBUSX	System allowance to BUS X	This system word is used by the system and cannot be used by the user application	-	YES	YES	NO
%SW124 CPUERR	Type of processor or system error	<p>This system word is used by the system and cannot be used by the user application</p> <p>The last type of system fault encountered is written into this word by the system (these codes are unchanged on a cold restart):</p> <ul style="list-style-type: none"> <li>• 16#30: system code fault</li> <li>• 16#53: time-out fault during I/O exchanges</li> <li>• 16#60 to 64: stack overrun</li> <li>• 16#65: Fast task period of execution is too low</li> <li>• 16#81: detection of backplane (see <i>Premium and Atrium using Unity Pro, Processors, racks and power supply modules, Implementation manual</i>) error</li> </ul> <p><b>NOTE:</b> 16#81 system code is not managed by Quantum PLCs</p> <p><b>NOTE:</b> If this error is detected, all racks have to be re-initialized.</p> <ul style="list-style-type: none"> <li>• 16#90: system switch fault: Unforeseen IT</li> </ul>	-	YES	YES	YES

Word Symbol	Function	Description	Initial state	Modicon M340	Premium Atrium	Quantum
%SW125 BLKERRTYPE	Last fault detected	<p>The code of the last fault detected is given in this word:</p> <p>The following error codes cause the PLC to stop if %S78 is set to 1. %S15, %S18 and %S20 are always activated independently of %S78:</p> <ul style="list-style-type: none"> <li>● 16#2258: execution of HALT instruction</li> <li>● 16#DE87: calculation error on floating-point numbers (%S18, these errors are listed in the word %SW17)</li> <li>● 16#DEB0: Watchdog overflow (%S11)</li> <li>● 16#DEF0: division by 0 (%S18)</li> <li>● 16#DEF1: character string transfer error (%S15)</li> <li>● 16#DEF2: arithmetic error; %S18</li> <li>● 16#DEF3: index overflow (%S20)</li> </ul> <p><b>NOTE:</b> The following codes 16#8xF4, 16#9xF4, and 16#DEF7 indicate an error on Sequence Function Chart (SFC).</p>	-	YES	YES	YES
%SW126 ERRADDR0 %SW127 ERRADDR1	Blocking error instruction address	<p>Address of the instruction that generated the application blocking error.</p> <p>For 16 bit processors, TSX P57 1••/2••:</p> <ul style="list-style-type: none"> <li>● %SW126 contains the offset for this address</li> <li>● %SW127 contains the segment number for this address.</li> </ul> <p>For 32 bit processors:</p> <ul style="list-style-type: none"> <li>● %SW126 contains the least significant word for this address</li> <li>● %SW127 contains the most significant word for this address</li> </ul> <p>For a system STOP due a watchdog overflow:</p> <ul style="list-style-type: none"> <li>● %SW126 contains the number of the MAST task with the overflow</li> <li>● %SW127 contains the value of the MAST task with the overflow</li> </ul>	0	YES	YES	YES

## 6.3 Atrium/Premium-specific System Words

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### Subject of this Section

This section describes the system words %SW128 to %SW167 for Premium and Atrium PLCs.

#### **WARNING**

##### **UNEXPECTED APPLICATION BEHAVIOR**

Do not use system objects (%Si, %SWi) as variable when they are not documented.

**Failure to follow these instructions can result in death, serious injury, or equipment damage.**

### What Is in This Section?

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## Description of System Words %SW60 to %SW65

### Detailed Description

Description of system words %SW60 to %SW65 on Premium and Atrium Hot Standby.

Word Symbol	Function	Description	Initial state	Premium	Atrium
%SW60 HSB_CMD	Premium Hot Standby command register	<p>Meaning of the different bits of the word %SW60:</p> <ul style="list-style-type: none"> <li>● %SW60.1 <ul style="list-style-type: none"> <li>● =0 sets PLC A to OFFLINE mode.</li> <li>● =1 sets PLC A to RUN mode.</li> </ul> </li> <li>● %SW60.2 <ul style="list-style-type: none"> <li>● =0 sets PLC B to OFFLINE mode.</li> <li>● =1 sets PLC B to RUN mode.</li> </ul> </li> <li>● %SW60.4 OS Version Mismatch <ul style="list-style-type: none"> <li>● =0 If OS Versions Mismatch with Primary, Standby goes to Offline mode.</li> <li>● =1 If OS Versions Mismatch with Primary PLC, Standby stays in standby mode.</li> </ul> <p>Firmware OS Mismatch.This relate to main processor OS version, embedded copro OS version, monitored ETY OS version and enables a Hot Standby system to operate with different versions of the OS running on the Primary and Standby.</p> </li> </ul>	0	YES	NO

Word Symbol	Function	Description	Initial state	Premium	Atrium
<b>%SW61_HSB_STS</b>	Premium Hot Standby status register	<p>Meaning of the different bits of the word %SW61.0 to %SW61.6:</p> <ul style="list-style-type: none"> <li>● %SW61.0 and %SW61.1 Status of local PLC.           <ul style="list-style-type: none"> <li>● %SW61.1=0 and %SW61.0=1: OFFLINE mode.</li> <li>● %SW61.1=1 and %SW61.0=0: Primary mode.</li> <li>● %SW61.1=1 and %SW61.0=1: Standby mode.</li> </ul> </li> <li>● %SW61.2 and %SW61.3 Status of remote PLC.           <ul style="list-style-type: none"> <li>● %SW61.3=0 and %SW61.2=1: OFFLINE mode.</li> <li>● %SW61.3=1 and %SW61.2=0: Primary mode.</li> <li>● %SW61.3=1 and %SW61.2=1: Standby mode.</li> <li>● %SW61.3=0 and %SW61.2=0: the remote PLC is not accessible (Power off, no communication).</li> </ul> </li> <li>● %SW61.4 is set=1: whenever a logic mismatch is detected between the Primary and Standby controllers.</li> <li>● %SW61.5 is set to 0 or 1, depending on the Ethernet copro MAC address:           <ul style="list-style-type: none"> <li>● =0 the PLC with the lowest MAC dress becomes PLC A.</li> <li>● =1 the PLC with the highest MAC address becomes PLC B.</li> </ul> </li> <li>● %SW61.6: this bit indicates if the CPU-sync link between the two PLC is valid:           <ul style="list-style-type: none"> <li>● %SW61.6=0: the CPU-sync link is valid. The content of bit 5 is significant.</li> <li>● %SW61.6=1: the CPU-sync link is not valid. In this case, the contents of the bit 5 is not significant because the comparison of the two MAC addresses cannot be performed.</li> </ul> </li> </ul>	0	YES	NO

Word Symbol	Function	Description	Initial state	Premium	Atrium
%SW61_HSB_STS	Premium Hot Standby status register	<p>Meaning of the different bits of the word %SW61.7 to %SW61.9:</p> <ul style="list-style-type: none"> <li>• %SW61.7: this bit indicates if there is a Main Processor OS version mismatch between Primary and Standby:           <ul style="list-style-type: none"> <li>• =0: no OS version firmware mismatch.</li> <li>• =1: OS version mismatch. If OS version mismatch is not allowed in the command register (bit 4 = 0), the system will not work as redundant as soon as the fault is signaled.</li> </ul> </li> <li>• %SW61.8: this bit indicates if there is a COPRO OS version mismatch between Primary and Standby:           <ul style="list-style-type: none"> <li>• =0: no COPRO OS version mismatch.</li> <li>• =1: COPRO OS version mismatch. If OS version mismatch is not allowed in the command register (bit 4 = 0), the system will not work as redundant as soon as the fault is signaled.</li> </ul> </li> <li>• %SW61.9: this bit indicates if at least one ETY module does not have the minimum version:           <ul style="list-style-type: none"> <li>• =0: all the ETY modules have the minimum version.</li> <li>• =1: at least one ETY module doesn't have the minimum version. In this case, no Primary PLC could start.</li> </ul> </li> </ul>	0	YES	NO
%SW61_HSB_STS	Premium Hot Standby status register	<p>Meaning of the different bits of the word %SW61.10 and %SW61.15:</p> <ul style="list-style-type: none"> <li>• %SW61.10: this bit indicates if there is a Monitored ETY OS version mismatch between Primary and Standby:           <ul style="list-style-type: none"> <li>• =0: no Monitored ETY OS version mismatch.</li> <li>• =1: Monitored ETY OS version mismatch. If OS version mismatch is not allowed in the command register (bit 4 = 0), the system will not work as redundant as soon as the fault is signaled.</li> </ul> </li> <li>• %SW61.15: If %SW 61.15 is set = 1, the setting indicates that Ethernet Copro device is set up correctly and working.</li> </ul>	0	YES	NO

Word Symbol	Function	Description	Initial state	Premium	Atrium
%SW62 HSBY_ REVERSE0 <b>%SW63</b> HSBY_ REVERSE1 <b>%SW64</b> HSBY_ REVERSE2 <b>%SW65</b> HSBY_ REVERSE3	Premium Transfer word	These four words are reverse registers reserved for the Reverse Transfer process. These four reverse registers can be written to the application program (first section) of the Standby controller and are transferred at each scan to the Primary controller.	0	YES	NO

## Description of System Words %SW128 to %SW143

### Detailed Description

Description of system words %SW128 to SW143:

Word Symbol	Function	Description	Initial state
%SW128...143 ERRORCNXi where i = 0 to 15	Faulty Fipio connection point	Each bit in this group of words indicates the state of a device connected to the Fipio bus. Normally set to 1, the presence of a 0 in one of these bits indicates the occurrence of a fault on this connection point. For a non-configured connection point, the corresponding bit is always 1.	0

Table showing correspondence between word bits and connection point address:

	Bit 0	Bit 1	Bit 2	Bit 3	Bit 4	Bit 5	Bit 6	Bit 7	Bit 8	Bit 9	Bit 10	Bit 11	Bit 12	Bit 13	Bit 14	Bit 15
%SW128	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
%SW129	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31
%SW130	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47
%SW131	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63
%SW132	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79
%SW133	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95
%SW134	96	97	98	99	100	101	102	103	104	105	106	107	108	109	110	111
%SW135	112	113	114	115	116	117	118	119	120	121	122	123	124	125	126	127
%SW136	128	129	130	131	132	133	134	135	136	137	138	139	140	141	142	143
%SW137	144	145	146	147	148	149	150	151	152	153	154	155	156	157	158	159
%SW138	160	161	162	163	164	165	166	167	168	169	170	171	172	173	174	175
%SW139	176	177	178	179	180	181	182	183	184	185	186	187	188	189	190	191
%SW140	192	193	194	195	196	197	198	199	200	201	202	203	204	205	206	207
%SW141	208	209	210	211	212	213	214	215	216	217	218	219	220	221	222	223
%SW142	224	225	226	227	228	229	230	231	232	233	234	235	236	237	238	239
%SW143	240	241	242	243	244	245	246	247	248	249	250	251	252	253	254	255

## Description of System Words %SW144 to %SW146

### Detailed Description

Description of system words %SW144 to %SW146.

Word Symbol	Function	Description	Initial state
<b>%SW144</b> BAOPMOD	Fipio bus arbiter function operating mode	<p>This system word is used to start and stop the bus arbiter function and the producer / consumer function. It can modify the starting, automatic and manual modes of the bus in the event of a stop.</p> <ul style="list-style-type: none"> <li>● %SW144.0           <ul style="list-style-type: none"> <li>● = 1: producer / consumer function in RUN.</li> <li>● = 0: producer / consumer function in STOP (no variables are exchanged on the bus).</li> </ul> </li> <li>● %SW144.1           <ul style="list-style-type: none"> <li>● = 1: bus arbiter is in RUN 0.</li> <li>● = 0: bus arbiter is in STOP (no variables or message scanning is carried out on the bus).</li> </ul> </li> <li>● %SW144.2           <ul style="list-style-type: none"> <li>● = 1: automatic start in the event of an automatic bus stop.</li> <li>● = 0: manual start in the event of an automatic bus stop.</li> </ul> </li> <li>● %SW144.3 to 15 reserved, %SW144.3 = 1, %SW144.4 to 15 = 0.</li> </ul>	0
<b>%SW145</b> BAPARAM	Modification of Fipio Bus Arbiter Parameters	<p>The bits are set to 1 by the user, and reset to 0 by the system when initialization has been carried out.</p> <ul style="list-style-type: none"> <li>● %SW145.0 = 1: modification of the priority of the bus arbiter; the most significant byte for this system word contains the value of the priority of the bus arbiter which is to be applied to the bus.</li> <li>● %SW145.1 and %SW145.2 are reserved.</li> <li>● %SW145.3 to %SW145.7 reserved on 0.</li> <li>● %SW145.8 to %SW145.15: this byte contains the value which is applied to the bus, according to the value of bit 0.</li> </ul> <p>These parameters can be modified when the bus arbiter is in RUN, but for them to be taken into account by the application, the BA must be stopped then restarted.</p>	0
<b>%SW146</b> BASTATUS	Fipio bus arbiter function display	<p>The least significant byte indicates the status of the producer / consumer function.</p> <p>The most significant byte indicates the status of the bus arbiter function.</p> <p>Byte value:</p> <ul style="list-style-type: none"> <li>● 16#00: the function does not exist (no Fipio application).</li> <li>● 16#70: the function has been initialized but is not operational (in STOP).</li> <li>● 16#F0: the function is currently being executed normally (in RUN).</li> </ul>	0

 **CAUTION**

**UNINTENDED SYSTEM BEHAVIOR**

Modifying the %SW144 and %SW145 system words can cause the PLC to stop.

**Failure to follow these instructions can result in injury or equipment damage.**

## Description of System Words %SW147 to %SW152

### Detailed Description

Description of system words %SW147 to %SW152:

Word Symbol	Function	Description	Initial state
<b>%SW147</b> TCRMAST	MAST network cycle time	A value which is not zero indicates (in ms) the value of the MAST task network cycle time (TCRMAST).	0
<b>%SW148</b> TCRFAST	FAST network cycle time	A value which is not zero indicates (in ms) the value of the first FAST task network cycle time (TCRFAST).	0
<b>%SW150</b> NBFRSENT	Number of frames sent	This word indicates the number of frames sent by the Fipio channel manager.	0
<b>%SW151</b> NBFRREC	Number of frames received	This word indicates the number of frames received by the Fipio channel manager.	0
<b>%SW152</b> NBRESENTMSG	Number of messages resent	This word indicates the number of messages resent by the Fipio channel manager.	0

## Description of System Word %SW153

### Detailed Description

Description of system word %SW153:

Word Symbol	Function	Description	Initial state
%SW153 FpioERR0	List of Fpio channel manager faults	Each bit is set to 1 by the system, and reset to 0 by the user. See the list below.	0

### Description of the Bits

- bit 0 = "overrun station fault": corresponds to loss of a MAC symbol while receiving – this is linked to the receiver reacting too slowly.
- bit 1 = "message refusal fault": indicates that a message with acknowledgment was refused, or that it was not acknowledged in the first place. receiving MAC.
- bit 2 = "interrupt variable refusal fault".
- bit 3 = "underrun station fault": corresponds to the station being unable to respect transfer speed on the network.
- bit 4 = "physical layer fault": corresponds to a prolonged transmission absence in the physical layer.
- bit 5 = "non-echo fault": corresponds to a fault which occurs when the transmitter is currently sending, with a transmission current in the operating range, and when at the same time there is detection of an absence of signal on the same channel.
- bit 6 = "talking fault": corresponds to a fault whereby the transmitter is controlling the line for longer than the maximum set operating limit. This fault is caused, for example, by deterioration of the modulator, or by a faulty data link layer.
- bit 7 = "undercurrent fault": corresponds to a fault whereby the transmitter generates, when solicited, a current weaker than the minimum set operating limit. This fault is caused by increased line impedance (e.g. open line, etc.).
- bit 8 = "pierced frame fault": indicates that a pause has been received in the frame body, after identifying a delimiter at the start of the frame, and before identifying a delimiter at the end of the frame. The appearance of a pause in normal operating conditions takes place after a delimiter has been identified at the end of a frame.
- bit 9 = "Receiving frame CRC fault": indicates that the CRC calculated on a normally received frame and the CRC contained within this frame have different values.
- bit 10 = "Receiving frame code fault": indicates that certain symbols, belonging exclusively to delimitation sequences at the start and end of frames, have been received within the body of the frame.
- bit 11 = "received frame length fault": more than 256 bytes have been received for the frame body.

- bit 12 = "unknown frame type received": within the frame body, the first byte identifies the type of frame link. A set number of frame types are defined in the WorldFip standard link protocol. Any other code found within a frame is therefore an unknown frame type.
- bit 13 = "a truncated frame has been received": a frame section is recognized by a sequence of symbols delimiting the end of the frame, while the destination station awaits the arrival of a delimiter sequence for the start of the frame.
- bit 14 = "unused, non-significant value".
- bit 15 = "unused, non-significant value"

## Description of System Word %SW154

### Detailed Description

Description of system word %SW154:

Word Symbol	Function	Description	Initial state
%SW154 FipioERR1	List of Fipio channel manager faults	Each bit is set to 1 by the system and reset to 0 by the user. See the list below.	0

### Description of the Bits

- bit 0 = "aperiodic sequence time-out": indicates that the messages or aperiodic variables window has overflowed its limit within an elementary cycle of the macro-cycle.
- bit 1 = "refusal of messaging request": indicates that the message queue is saturated - for the time being the bus arbiter is in no position to latch onto nor to comply with a request.
- bit 2 = "urgent update command refused": indicates that the queue for urgent aperiodic variables exchange requests is saturated - for the time being the bus arbiter is in no position to latch onto nor to comply with a request.
- bit 3 = "non-urgent update command refused": indicates that the queue for non-urgent aperiodic variable exchange requests is saturated - for the time being the bus arbiter is in no position to latch onto nor to comply with a request.
- bit 4 = "pause fault": the bus arbiter has not detected any bus activity during a time period larger than the standardized WorldFip time period.
- bit 5 = "a network collision has occurred on identifier transmission": indicates activity on the network during theoretical pause periods. Between a transmission and awaiting a reply from the bus arbiter, there should be nothing circulating on the bus. If the bus arbiter detects activity, it will generate a collision fault (for example, when several arbiters are active at the same time on the bus).
- bit 6 = "bus arbiter overrun fault": indicates a conflict on accessing the bus arbiter station memory.
- bit 7 = "unused, non-significant value".
- bit 8 to bit 15 = reserved on 0.

## Description of Premium/Atrium System Words %SW155 to %SW167

### Detailed Description

Description of system words %SW155 to %SW167:

Word Symbol	Function	Description	Initial state
<b>%SW155</b> NBEXPFLFIP	Number of explicit exchanges on Fipio	<p>Number of explicit exchanges currently being processed on Fipio, carried out by instructions (READ_STS, REA_PARAM, etc.). Also takes into account the explicit exchanges carried out by requests (READ_IO_OBJECT, WRITE_IO_OBJECT, etc.)</p> <p><b>Note:</b> The number of explicit exchanges is always less than 24.</p>	0
<b>%SW160 to %SW167</b> PREMRACK0 to PREMRACK7	Operating status of the PLC modules	<p>The words %SW160 to %SW167 are respectively associated with racks 0 to 7.</p> <p>Bits 0 to 15 of each of these words are associated with the modules located in positions 0 to 15 of these racks.</p> <p>The bit is set to 0 if the module is faulty, and set to 1 if the module is operating correctly.</p> <p><b>Example:</b> %SW163.5 =0 The module located in slot 5 of rack 3 is faulty.</p>	0

## 6.4

# Quantum-specific System Words

### Subject of this Section

This section describes the system words %SW60 to %SW640 for Quantum PLCs.

## ⚠️ WARNING

### UNEXPECTED APPLICATION BEHAVIOR

Do not use system objects (%Si, %SWi) as variable when they are not documented.

**Failure to follow these instructions can result in death, serious injury, or equipment damage.**

### What Is in This Section?

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## Description of Quantum System Words %SW60 to %SW66

### Detailed Description

System words' description %SW60 to %SW66.

Word Symbol	Function	Description	Initial state
%SW60 HSB_CMD	Quantum Hot Standby command register	<p>Different bits meaning of the word %SW60:</p> <ul style="list-style-type: none"> <li>● %SW60.0 = 1 invalidates the commands entered in the display (keypad).</li> <li>● %SW60.1 <ul style="list-style-type: none"> <li>● 0 sets PLC A to OFFLINE mode.</li> <li>● 1 sets PLC A to ONLINE mode.</li> </ul> </li> <li>● %SW60.2 <ul style="list-style-type: none"> <li>● 0 sets PLC B to OFFLINE mode.</li> <li>● 1 sets PLC B to ONLINE mode.</li> </ul> </li> </ul> <p><b>NOTE:</b> The Primary CPU controller goes to RUN Offline only if the secondary CPU is RUN Standby.</p> <p>At Startup of the Secondary PLC, the secondary CPU goes to Online mode (RUN Standby) only if both bits %SW60.1 and %SW60.2 are set to 1 (regardless of A/B assignment).</p> <p>If bits %SW60.1 and %SW60.2 are set to 0 simultaneously, a switchover occurs:</p> <ul style="list-style-type: none"> <li>● Primary controller goes RUN Offline, and,</li> <li>● Standby controller now operates as RUN Primary.</li> </ul> <p>To complete the switchover, bits %SW60.1 and %SW60.2 must be set back to 1. This makes the Offline CPU going back to Online mode (Run Standby).</p> <p>The OFFLINE/ONLINE mode controlled by the %SW60.1 and %SW60.2 bits is not linked to the LCD Keypad ONLINE/OFFLINE mode (<i>see Modicon Quantum, Hot Standby System, User Manual</i>).</p> <ul style="list-style-type: none"> <li>● %SW60.3 <ul style="list-style-type: none"> <li>● 0 If an application mismatch is detected, Standby CPU is forced to OFFLINE mode.</li> <li>● 1 Standby CPU operates normally even if a mismatch occurs.</li> </ul> </li> <li>● %SW60.4 <ul style="list-style-type: none"> <li>● 0 authorizes an update of the firmware only after the application has stopped.</li> <li>● 1 authorizes an update of the firmware without the application stopping.</li> </ul> </li> <li>● %SW60.5 <ul style="list-style-type: none"> <li>● 0 no action (default)</li> <li>● 1 request for an application transfer from the Primary to the Standby</li> </ul> </li> <li>● %SW60.8 <ul style="list-style-type: none"> <li>● 0 address switch on Modbus port 1 during a primary swap.</li> <li>● 1 no address switch on Modbus port 1 during a primary swap.</li> </ul> </li> </ul>	0

Word Symbol	Function	Description	Initial state
%SW60 HSB_CMD	Quantum Hot Standby command register	<p>continued:</p> <ul style="list-style-type: none"> <li>● %SW60.9 <ul style="list-style-type: none"> <li>● 0 address switch on Modbus port 2 during a primary swap.</li> <li>● 1 no address switch on Modbus port 2 during a primary swap.</li> </ul> </li> <li>● %SW60.10 <ul style="list-style-type: none"> <li>● 0 address switch on Modbus port 3 during a primary swap.</li> <li>● 1 no address switch on Modbus port 3 during a primary swap.</li> </ul> </li> </ul>	0
%SW61 HSB_STS	Quantum status register	<p>Meaning of the different bits of the word %SW61:</p> <ul style="list-style-type: none"> <li>● %SW61.0 and %SW61.1 PLC operating mode bits <ul style="list-style-type: none"> <li>● %SW61.1 = 0, %SW61.0 = 1: OFFLINE mode.</li> <li>● %SW61.1 = 1, %SW61.0 = 0: primary mode.</li> <li>● %SW61.1 = 1, %SW61.0 = 1: secondary mode (Standby).</li> </ul> </li> <li>● %SW61.2 and %SW61.3 operating mode bits from the other PLC <ul style="list-style-type: none"> <li>● %SW61.3 = 0, %SW61.2 = 1: OFFLINE mode.</li> <li>● %SW61.3 = 1, %SW61.2 = 0: primary mode.</li> <li>● %SW61.3 = 1, %SW61.2 = 1: secondary mode (Standby).</li> <li>● %SW61.3 = 0, %SW61.2 = 0: the remote PLC is not accessible (switched off, no communication).</li> </ul> </li> <li>● %SW61.4 = 0 the applications are identical on both PLCs.</li> <li>● %SW61.5 <ul style="list-style-type: none"> <li>● 0 the PLC is used as unit A.</li> <li>● 1 the PLC is used as unit B.</li> </ul> </li> <li>● %SW61.6 indicates if the CPU-sync link between the two PLC is valid <ul style="list-style-type: none"> <li>● 0 The CPU-sync link is operating properly. The contents of bit 5 are significant.</li> <li>● 1 the CPU-sync link is not valid. In this case, the contents of the bit 5 is not significant because the comparison of the two MAC addresses cannot be performed.</li> </ul> </li> <li>● %SW61.7 <ul style="list-style-type: none"> <li>● 0 Same PLC OS version.</li> <li>● 1 Different PLC version.</li> </ul> </li> <li>● %SW61.8 <ul style="list-style-type: none"> <li>● 0 Same Copro OS version.</li> <li>● 1 Different Copro version.</li> </ul> </li> <li>● %SW61.12 <ul style="list-style-type: none"> <li>● 0 Information given by bit 13 is not relevant</li> <li>● 1 Information given by bit 13 is valid</li> </ul> </li> <li>● %SW61.13 <ul style="list-style-type: none"> <li>● 0 NOE address set to IP</li> <li>● 1 NOE address set to IP + 1</li> </ul> </li> <li>● %SW61.15 <ul style="list-style-type: none"> <li>● 0 Hot Standby not activated.</li> <li>● 1 Hot Standby activated.</li> </ul> </li> </ul>	0

Word Symbol	Function	Description	Initial state
<b>%SW62</b> HSBY_ REVERSE0	Hot Standby reverse transfer word	These 4 words may be modified in the Hot Standby MAST task first section of the user application program. They are then transferred automatically from the Standby processor to update the Primary PLC. They may be read on the Primary PLC and used in the Hot Standby application.	0
<b>%SW63</b> HSBY_ REVERSE1			
<b>%SW64</b> HSBY_ REVERSE2			
<b>%SW65</b> HSBY_ REVERSE3			

Word Symbol	Function	Description	Initial state
%SW66 CCOTF_ STATUS	Status of an Ethernet I/O configuration change	<p>Meaning of the bytes of the word %SW66 (XXYY):</p> <ul style="list-style-type: none"> <li>● XX: The higher byte of the word is associated with the CCOTF status codes 00 to 1F (in hex):           <ul style="list-style-type: none"> <li>● 00: Idle</li> <li>● 01: Request length invalid</li> <li>● 02: Request header invalid</li> <li>● 03: Request descriptor invalid</li> <li>● 04: Request signature invalid</li> <li>● 05: Request server invalid</li> <li>● 06: FDR server invalid</li> <li>● 07: Header request ID invalid</li> <li>● 08: Header Drop ID invalid</li> <li>● 09: Header device name invalid</li> <li>● 0A: Descriptor length invalid</li> <li>● 0B: Descriptor RTE invalid</li> <li>● 0C: Descriptor offset invalid</li> <li>● 0D: Signature length invalid</li> <li>● 0E: Signature data invalid</li> <li>● 0F: Signature count invalid</li> <li>● 10: FDR IP invalid</li> <li>● 11: FDR subnet mask invalid</li> <li>● 12: FDR gateway invalid</li> <li>● 13: EIP CID invalid</li> <li>● 14: EIP device number invalid</li> <li>● 15: EIP IP invalid</li> <li>● 16: EIP vendor ID invalid</li> <li>● 17: EIP product type invalid</li> <li>● 18: EIP product code invalid</li> <li>● 19: EIP time-out invalid</li> <li>● 1A: EIP OT RPI invalid</li> <li>● 1B: EIP TO RPI</li> <li>● 1C: EIP path invalid</li> <li>● 1D: Process succeed</li> <li>● 1E: Process busy</li> <li>● 1F: Drop does not exist</li> </ul> </li> </ul>	0

Word Symbol	Function	Description	Initial state
%SW66 CCOTF_ STATUS	Status of an Ethernet I/O configuration change	<p>Continued:</p> <ul style="list-style-type: none"> <li>● XX: The higher byte of the word is associated with the CCOTF status codes 20 to FF (in hex):           <ul style="list-style-type: none"> <li>● 20: Drop already exists</li> <li>● 21: Drop not reachable</li> <li>● 22: Process device manager detected error</li> <li>● 23: Process FDR builder detected error</li> <li>● 24: Process FDR server detected error</li> <li>● 25: Process EIP scanner detected error</li> <li>● 26: Process EIP signature mismatch</li> <li>● 27: Process EIP connection rejected</li> <li>● 28: Process unknown detected error</li> <li>● 29....3F: Reserved</li> <li>● 4C: Maximum CCOTF retries reached</li> <li>● 4D: Invalid signature detected by CPU</li> <li>● 4E: For CPU: Detected error for communication to CRP</li> <li>● 4F: For CPU: IOPL error (build or swap)</li> <li>● 50: CRA received wrong communication parameter detected error</li> <li>● 51: FDR server did not respond</li> <li>● 52: Detected error when downloading PRM file from server</li> <li>● 53: CRA downloaded a zero size file from FDR server</li> <li>● 54: Invalid configuration in PRM (for example, invalid CRC, invalid Conf, or Signature mismatch: managed by MC)</li> <li>● 55: PRM download time-out</li> <li>● 56: All other detected error, for example, CCOTF count difference between new and old conf more greater than 1)</li> <li>● 57....FE: Reserved</li> <li>● FF: Unknown detected error</li> </ul> </li> <li>● YY: The lower byte of the word is associated with the CCOTF processing status (in hex):           <ul style="list-style-type: none"> <li>● 00: Idle</li> <li>● 01: In progress</li> <li>● 02: Completed</li> <li>● 03: Did not complete, but can recover</li> <li>● 04: Did not complete, cannot recover</li> <li>● 05: Did not complete, CCOTF was rejected by the Drop</li> </ul> </li> </ul>	0

## Description of Quantum System Words %SW98 to %SW109

### Detailed Description

Description system words %SW98 to %SW109:

Word Symbol	Function	Description	Initial state
<b>%SW98</b> CRA_COMPAT_LOW	CRA compatibility low status register	Meaning of the different bits of the word %SW98: <ul style="list-style-type: none"> <li>● %SW98.0 is not used and is set to 0 by default.</li> <li>● %SW98.1 to %SW98.15 <ul style="list-style-type: none"> <li>● =0 sets the drop 2 to 16 is not compatible.</li> <li>● =1 sets the drop 2 to 16 is compatible.</li> </ul> </li> </ul>	0
<b>%SW99</b> CRA_COMPAT_HIGH	CRA compatibility high status register	Meaning of the different bits of the word %SW99: <ul style="list-style-type: none"> <li>● %SW99.0 to %SW99.15 <ul style="list-style-type: none"> <li>● =0 sets the drop 17 to 32 is not compatible.</li> <li>● =1 sets the drop 17 to 32 is compatible.</li> </ul> </li> </ul>	0
<b>%SW100</b> CCOTF_COUNT	CCOTF counting status register	Meaning of the different bits of the word %SW100: <ul style="list-style-type: none"> <li>● XXYY <ul style="list-style-type: none"> <li>● XX increments each time an I/O configuration is done in RUN state in a RIO drop,</li> <li>● YY increments each time an I/O configuration is done in RUN state in the Local rack.</li> </ul> </li> </ul> <p><b>NOTE:</b> On a RUN-to-STOP mode transition, %SW100 is reset to 0.  <b>NOTE:</b> When a byte reaches its maximum value of 255, the counter is reset to 1.</p>	0
<b>%SW101</b> ERIO_CCOTF_COUNT	ERIO CCOTF counting status register	Meaning of the bytes of the word %SW101: <ul style="list-style-type: none"> <li>● XXYY <ul style="list-style-type: none"> <li>● XX Reserved</li> <li>● YY increments each time an Ethernet I/O configuration changes.</li> </ul> </li> </ul> <p><b>NOTE:</b> When the counter reaches its maximum value of 255, it is reset to 1.  <b>NOTE:</b> On a cold-start, warm-start or application download, %SW101 is reset to 0.</p>	0
<b>%SW108</b> FORCED_DISCRETE_COUNT	Forced bit counting status register	Word %SW108: <ul style="list-style-type: none"> <li>● increments each time an discrete bit (%I,%Q or %M) is forced</li> <li>● decrements each time an discrete bit is unforced</li> </ul>	0
<b>%SW109</b> FORCED_ANALOG_COUNT	Forced analog channel counting status register	Word %SW109: <ul style="list-style-type: none"> <li>● increment each time an analog channel is forced</li> <li>● decrement each time an analog channel is unforced</li> </ul> <p><b>NOTE:</b>  <b>NOTE:</b> Limited to analog channels of Modicon M340 Analog Modules in M340 remote I/O drops</p>	0

## Description of Quantum System Words %SW110 to %SW177

### Detailed Description

Description of system words %SW110 to %SW177; these words are active on Quantum 140 CPU 6\*\* \*\* PLCs.

Word Symbol	Function	Description	Initial state
<b>%SW110</b>	number of unrestricted memory area for %M	This system word gives information on the size of the unrestricted memory area for %M.	0
<b>%SW111</b>	number of unrestricted memory area for %MW	This system word gives information on the size of the unrestricted memory area for %MW.	0
<b>%SW128</b> NB_P502_CNX	Number of connections open	The Most Significant Byte of this word indicates the number of TCP connections open on the Ethernet link TCP/IP port 502.	0
<b>%SW129</b> NB_DENIED_CNX	Number of connections refused	This word indicates the number of TCP connections refused on the Ethernet link TCP/IP port 502.	0
<b>%SW130</b> NB_P502_REF	Number of messages refused	This word indicates the number of TCP messages refused on the Ethernet link TCP/IP port 502.	0
<b>%SW132 and %SW133</b> NB_SENT_MSG	Number of messages sent	This double word %SD132 indicates the number of messages sent on the Ethernet link TCP/IP port 502.	0
<b>%SW134 and %SW135</b> NB_RCV_MSG	Number of messages received	This double word %SD134 indicates the number of messages received on the Ethernet link TCP/IP port 502.	0
<b>%SW136</b> NB_IOS_CNX	Number of devices scanned	This word indicates the number of devices scanned on the Ethernet link TCP/IP port 502.	0
<b>%SW137</b> NB_IOS_MSG	Number of IO Scanning messages received	This word indicates the number of messages received per second from the IO Scanning service on the Ethernet link TCP/IP port 502.	0
<b>%SW138</b> GLBD_ERROR	Global Data coherence error	Global Data coherence error	0
<b>%SW139</b> BW_GLBD_IOS	Global Data and IO Scanning service load	The Least Significant Byte of this word measures the percentage of load relating to IO Scanning. The Most Significant Byte of this word measures the percentage of load relating to Global Data.	0
<b>%SW140</b> BW_OTHER_MSG	Load for messaging service and other services	The Least Significant Byte of this word measures the percentage of load relating to messaging. The Most Significant Byte of this word measures the percentage of load relating to other services.	0
<b>%SW141 and %SW142</b> IP_ADDR	IP Address	This double word %SD141 receives the IP address of the Ethernet link.	0

Word Symbol	Function	Description	Initial state
<b>%SW143 and %SW144</b> IP_NETMASK	IP subnetwork mask	This double word %SD143 receives the subnetwork mask of the Ethernet link.	0
<b>%SW145 and %SW146</b> IP_GATEWAY	Default Ethernet gateway address	This double word %SD145 receives the address of the default Ethernet gateway.	0
<b>%SW147 to %SW149</b> MAC_ADDR1 to 3	MAC Addresses	The words %SW147, %SW148,%SW149 code the addresses MAC 1, MAC 2 and MAC 3 respectively.	0
<b>%SW150</b>	Coprocessor version	This word codes the coprocessor version for 140 CPU 671 60, 140 CPU 672 61 and 140 CPU 672 60 PLCs.  The version is displayed in hexadecimal format.	0
<b>%SW151</b> BOARD_STS	Status of Ethernet link	This word codes the status of the Ethernet link. <ul style="list-style-type: none"> <li>● Bit 0 =0 if the Ethernet link is stopped</li> <li>● Bit 1 =0</li> <li>● Bit 2: 0= half duplex mode, 1=full duplex</li> <li>● Bit 3 =0</li> <li>● Bits 4 to 11: =7 for Quantum, =6 for Hot Standby Quantum</li> <li>● Bit 12: 0 = 10 Mbits link, 1= 100 Mbits link</li> <li>● Bit 13: 0 = 10/100Base-TX link (twisted pair)</li> <li>● Bit 14: 0</li> <li>● Bit 15: 0 = Ethernet link inactive, 1= Ethernet link active</li> </ul>	0
<b>%SW152 to %SW153</b> ERIO_DROP_ERROR	Detected ERIODrop error status	The bits of words %SW152 to %SW153 are associated with the detected Ethernet RIO Drop status.  The bit is set to 0 if at least one I/O module in the drop has detected error.  It is set to 1 if all modules are operating correctly. %SW152.0: Drop No. 1 %SW152.1: Drop No. 2 ..... %SW153.14: Drop No. 31	-
<b>%SW160 to %SW167</b> REFRESH_IO	Device operating status determined by IO scanning	The bits of words %SW160 to %SW167 are associated with devices that have been IO scanned.  The bit is set to 0 if the device has a detected error.  It is set to 1 if the device is operating correctly. %SW160.0: device No. 1. %SW160.1: device No. 2. ..... %SW167.15: device No. 128. <b>Note:</b> These system words are only available for Quantum coprocessors, and are unavailable for NOE modules.	-

Word Symbol	Function	Description	Initial state
%SW168 to %SW171 VALID_GD	Operating status of Global Data	<p>The bits of words %SW168 to %SW171 are associated with Global Data.</p> <p>The bit is set to 0 if the device has a detected error.</p> <p>It is set to 1 if the device is operating correctly.</p> <p>%SW168.0: device No. 1.          %SW168.1: device No. 2.          .....          %SW171.15: device No. 64.</p>	-
%SW172 to %SW173 ERIO_CONNECT_STATUS	Standalone and Hot Standby Primary Detected Ethernet RIO Communications Drop error status	<p>The bits of words %SW172 to %SW173 are associated with the Ethernet RIO Drop connection status.</p> <p>The bit is set to 0 if the connection between the PLC and the Drop is not operating correctly.</p> <p>It is set to 1 if the connection is operating correctly.</p> <p>%SW172.0: Drop No. 1          %SW172.1: Drop No. 2          .....          %SW173.14: Drop No. 31</p> <p><b>NOTE:</b> In a Hot Standby system, these are for the Primary CPU.</p>	-
%SW176 to %SW177 SDBY_ERIO_CONNECT_STATUS	Hot Standby Detected Ethernet RIO Communications Drop error status	<p>The bits of words %SW176 to %SW177 are associated with Ethernet RIO Drop connection status.</p> <p>The bit is set to 0 if the connection is not operating correctly.</p> <p>It is set to 1 if the connection is operating correctly.</p> <p>%SW176.0: Drop No. 1          %SW176.1: Drop No. 2          .....          %SW177.14: Drop No. 31</p> <p><b>NOTE:</b> In a Hot Standby system, these are for the Standby CPU. They are not significant in a Standalone PLC.</p>	-

## Description of Quantum System Words %SW180 to %SW702

### Detailed Description

Description of system words %SW180 to %SW702:

Word Symbol	Function	Description	Initial state
<b>%SW180 to %SW339</b> IOHEALTH <sub>i,j</sub> $i=1..32, j=1..5$	Health bits of the PLC modules Including Hot Standby CPUs	<p>Words %SW180 and %SW181 are associated with PLC stations 1 for Standalone and Hot Standby <b>local</b> PLC's main (1) and extension (2) racks:</p> <ul style="list-style-type: none"> <li>● %SW180: module health bits of the station 1, rack 1</li> <li>● %SW181: module health bits of the station 1, rack 2</li> </ul> <p>Words %SW182 and %SW183 are associated with PLC stations 1 for only the Hot Standby <b>peer</b> PLC's main (1) and extension (2) racks:</p> <ul style="list-style-type: none"> <li>● %SW182: module health bits of the station 1, rack 1</li> <li>● %SW183: module health bits of the station1, rack 2</li> </ul> <p><b>NOTE:</b> SW182 - %SW183 are not used in a Standalone PLC.</p> <ul style="list-style-type: none"> <li>● SW184 is reserved.</li> </ul> <p>Words %SW185 and %SW339 are associated with PLC stations 2 to 32. Each station has 5 words available but only the first 2 are used:</p> <ul style="list-style-type: none"> <li>● %SW185: module health bits of the S908 station 2, rack 1</li> <li>● %SW186: module health bits of the S908 station 2, rack 2</li> <li>● %SW187 is reserved.</li> <li>● %SW188 is reserved.</li> <li>● %SW189 is reserved.</li> <li>● ...</li> <li>● %SW335: module health bits of the S908 station 32, rack 1</li> <li>● %SW336: module health bits of the S908 station 32, rack 2</li> <li>● %SW337 is reserved.</li> <li>● %SW338 is reserved.</li> <li>● %SW339 is reserved.</li> </ul> <p>Bits 0 to 15 of each of these words are associated with the modules located in positions 16 to 1 of these racks. The bit equals 0 if the module is inoperative and equals 1 if the module is operating correctly.</p> <p><b>Example:</b> %SW185.5 = 0: the module located in station 2, rack 1, slot 11 is inoperative.</p> <p><b>NOTE:</b> Modules 140 XBE 100 00 (<i>see Quantum with Unity Pro, Hardware, Reference Manual</i>) require a special management.</p> <p><b>NOTE:</b> Extension racks are not used in Safety PLCs, only the PLCs main rack system words (%SW180, %SW185, %SW190...%SW335) are available in Safety PLCs.</p>	0

Word Symbol	Function	Description	Initial state
<b>%SW340</b> MB+DIOSLOT	Slot number of the processor with Modbus Plus link	Slot number of the processor with the built-in Modbus Plus link for connection to the first DIO network. The slot number is coded from 0 to 15.  This word is not available on Quantum safety PLCs.	-
<b>%SW341 to %SW404</b> MB+IOHEALTH <sub>i=1..64</sub>	Operating status of the distributed station modules of the first DIO network	The words %SW341 to %SW404 are associated with the distributed stations (DIO): 64 words associated with the 64 DIO stations of the first network.  %SW341: operating status of the station 1 modules. %SW342: operating status of the station 2 modules. ..... %SW404: operating status of the station 64 modules. Bits 0 to 15 of each of these words are associated with the modules located in positions 16 to 1 of these stations. The bit is set to 0 if the module is faulty, and set to 1 if the module is operating correctly. <b>Example:</b> %SW362.5 =0 The module located in station 22 slot 11 of the first DIO network is faulty. <b>NOTE:</b> For modules 140 CRA 2** *** the value of this bit is not significant, and is always set to 0. These words are not available on safety PLCs and Quantum Ethernet I/O DIO network.	-
<b>%SW405</b> NOM1DIOSLOT	Slot number of the first interface module of the DIO network	Slot number of module 140 NAME 2** for connection to the second DIO network.  The slot number is coded from 0 to 15.  This word is not available on Quantum safety PLCs.	-
<b>%SW406 to %SW469</b> NOM1DIOHEALTH <sub>i=1..64</sub>	Operating status of the distributed station modules of the second DIO network	The words %SW406 to %SW469 are associated with the distributed stations (DIO): 64 words associated with the 64 DIO stations of the second network.  %SW406: operating status of the station 1 modules. %SW407: operating status of the station 2 modules. ..... %SW469: operating status of the station 64 modules. Bits 0 to 15 of each of these words are associated with the modules located in positions 16 to 1 of these stations. The bit is set to 0 if the module is faulty, and set to 1 if the module is operating correctly. <b>Example:</b> %SW412.5 =0 The module located in station 7 slot 11 of the second DIO network is faulty. <b>NOTE:</b> For modules 140 CRA 2** *** the value of this bit is not significant, and is always set to 0. These words are not available on safety PLCs and Quantum Ethernet I/O DIO network.	-

<b>Word Symbol</b>	<b>Function</b>	<b>Description</b>	<b>Initial state</b>
<b>%SW470</b> NOM2DIOSLOT	Slot number of the second interface module of the DIO network	Slot number of module 140 NAME 2•• for connection to the third DIO network. The slot number is coded from 0 to 15. This word is not available on Quantum safety PLCs.	-
<b>%SW471 to %SW534</b> NOM2DIOHEALTHi i=1..64	Operating status of the distributed station modules of the third DIO network	The words %SW471 to %SW534 are associated with the distributed stations (DIO): 64 words associated with the 64 DIO stations of the third network. %SW471: operating status of the station 1 modules. %SW472: operating status of the station 2 modules. ..... %SW534: operating status of the station 64 modules. Bits 0 to 15 of each of these words are associated with the modules located in positions 16 to 1 of these stations. The bit is set to 0 if the module is faulty, and set to 1 if the module is operating correctly. <b>Example:</b> %SW520.5 = 0 The module located in station 86 slot 11 of the third DIO network is faulty. <b>NOTE:</b> For modules 140 CRA 2•• •• the value of this bit is not significant, and is always set to 0. These words are not available on safety PLCs and Quantum Ethernet I/O DIO network.	-

Word Symbol	Function	Description	Initial state
<b>%SW535</b> RIOERRSTAT	RIO error on start-up	<p>This word stores the start-up error code. This word is always set to 0 when the system is running; in the event of error, the PLC does not start up, but generates a stop status code</p> <ul style="list-style-type: none"> <li>01: I/O assignment length</li> <li>02: Remote I/O link number</li> <li>03: Number of stations in the I/O assignment</li> <li>04: I/O assignment checksum</li> <li>10: Length of the station descriptor</li> <li>11: I/O station number</li> <li>12: Station autonomy time</li> <li>13: ASCII port number</li> <li>14: Number of station modules</li> <li>15: Station already configured</li> <li>16: Port already configured</li> <li>17: More than 1024 output points</li> <li>18: More than 1024 input points</li> <li>20: Module slot address</li> <li>21: Module rack address</li> <li>22: Number of output bytes</li> <li>23: Number of input bytes</li> <li>25: First reference number</li> <li>26: Second reference number</li> <li>28: Internal bits outside the 16 bit range</li> <li>30: Unpaired odd output module</li> <li>31: Unpaired odd input module</li> <li>32: Unpaired odd module reference</li> <li>33: Reference 1x after register 3x</li> <li>34: Reference of dummy module already used</li> <li>35: Module 3x is not a dummy module</li> <li>36: Module 4x is not a dummy module</li> </ul>	-
<b>%SW536</b> <b>CAERRCNT0</b> <b>%SW537</b> <b>CAERRCNT1</b> <b>%SW538</b> CAERRCNT2	Communication status on cable A	<p>The words %SW536 to %SW538 are the communication error words on cable A.</p> <ul style="list-style-type: none"> <li>● %SW536: <ul style="list-style-type: none"> <li>● most significant byte: counts framing errors</li> <li>● least significant byte: counts overruns of the DMA receiver.</li> </ul> </li> <li>● %SW537: <ul style="list-style-type: none"> <li>● most significant byte: counts receiver errors</li> <li>● least significant byte: counts incorrect station receptions.</li> </ul> </li> <li>● %SW538: <ul style="list-style-type: none"> <li>● %SW538.15 = 1, short frame</li> <li>● %SW538.14 = 1, no end-of-frame</li> <li>● %SW538.3 = 1, CRC error</li> <li>● %SW538.2 = 1, alignment error</li> <li>● %SW538.1 = 1, overrun error</li> <li>● %SW538.13 to 4 and 0 are unused</li> </ul> </li> </ul>	-

Word Symbol	Function	Description	Initial state
<b>%SW539</b> <b>CBERRCNT0</b> <b>%SW540</b> <b>CBERRCNT1 to %SW541</b> <b>CBERRCNT2</b>	Communication status on cable B	<p>The words %SW539 to %SW541 are the communication error words on cable B.</p> <ul style="list-style-type: none"> <li>● %SW539:           <ul style="list-style-type: none"> <li>● most significant byte: counts framing errors</li> <li>● least significant byte: counts overruns of the DMA receiver.</li> </ul> </li> <li>● %SW540:           <ul style="list-style-type: none"> <li>● most significant byte: counts receiver errors</li> <li>● least significant byte: counts incorrect station receptions.</li> </ul> </li> <li>● %SW541:           <ul style="list-style-type: none"> <li>● %SW541.15 = 1, short frame</li> <li>● %SW541.14 = 1, no end-of-frame</li> <li>● %SW541.3 = 1, CRC error</li> <li>● %SW541.2 = 1, alignment error</li> <li>● %SW541.1 = 1, overrun error</li> <li>● %SW541.13 to 4 and 0 are unused</li> </ul> </li> </ul>	-
<b>%SW542</b> <b>GLOBERRCNT0</b> <b>%SW543</b> <b>GLOBERRCNT1</b> <b>%SW544</b> <b>GLOBERRCNT2</b>	Global communication status	<p>The words %SW542 to %SW544 are the global communication error words.</p> <ul style="list-style-type: none"> <li>● %SW542: displays the global communication status.           <ul style="list-style-type: none"> <li>● %SW542.15 = 1, communication operating correctly</li> <li>● %SW542.14 = 1, communication on cable A operating correctly</li> <li>● %SW542.13 = 1, communication on cable B operating correctly</li> <li>● %SW542.11 to 8 = lost communications counter</li> <li>● %SW542.7 to 0 = retry totalizer counter.</li> </ul> </li> <li>● %SW543: is the global error totalizer counter for cable A:           <ul style="list-style-type: none"> <li>● most significant byte: counts the errors detected</li> <li>● least significant byte: counts "non-responses".</li> </ul> </li> <li>● %SW544: is the global error totalizer counter for cable B:           <ul style="list-style-type: none"> <li>● most significant byte: counts the errors detected</li> <li>● least significant byte: counts "non-responses".</li> </ul> </li> </ul>	-
<b>%SW545 to %SW547</b> <b>MODUNHEALTH1</b> <b>IOERRCNT1</b> <b>IORETRY1</b>	Status of the local station	<p>For the PLCs where station 1 is reserved for local input/outputs, the status words %SW545 to %SW547 are used in the following way.</p> <ul style="list-style-type: none"> <li>● %SW545: status of the local station.           <ul style="list-style-type: none"> <li>● %SW545.15 = 1, all modules are operating correctly.</li> <li>● %SW545.14 to 8 = unused, always set to 0.</li> <li>● %SW545.7 to 0 = number of times the module has appeared defective; the counter loops back at 255.</li> </ul> </li> <li>● %SW546: this is used as a counter for 16-bit input/output bus errors.</li> <li>● %SW547: this is used as a counter for 16-bit input/output bus repetitions.</li> </ul>	-

Word Symbol	Function	Description	Initial state
<b>%SW548 to %SW640</b> MODUNHEALTHi IOERRCNTi IORETRYi (i=2..32)	Status of decentralized stations	<p>The words %SW548 to %SW640 are used to describe the status of the decentralized stations. Three status words are used for each station.</p> <ul style="list-style-type: none"> <li>● %SW548: displays the global communication status for station 2:           <ul style="list-style-type: none"> <li>● %SW548.15 = 1, communication operating correctly</li> <li>● %SW548.14 = 1, communication on cable A operating correctly</li> <li>● %SW548.13 = 1, communication on cable B operating correctly</li> <li>● %SW548.11 to 8 = lost communications counter</li> <li>● %SW548.7 to 0 = retry totalizer counter.</li> </ul> </li> <li>● %SW549: is the global error totalizer counter for cable A station 2:           <ul style="list-style-type: none"> <li>● most significant byte: counts the errors detected</li> <li>● least significant byte: counts "non-responses".</li> </ul> </li> <li>● %SW550: is the global error totalizer counter for cable B station 2:           <ul style="list-style-type: none"> <li>● most significant byte: counts the errors detected</li> <li>● least significant byte: counts "non-responses".</li> </ul> </li> </ul> <p>The words:          %SW551 to 553 are assigned to station 3          %SW554 to 556 are assigned to station 4          .....          %SW638 to 640 are assigned to station 32       </p>	-

<b>Word Symbol</b>	<b>Function</b>	<b>Description</b>	<b>Initial state</b>
%SW641 to %SW702 ERIO_MOD_HEALTH	Ethernet RIO Module Health bit status	<p>The words %SW641 to %SW702 are the Quantum Ethernet I/O module health bits:</p> <p>%SW641: health bits of the modules on rack 1, drop 1</p> <p>%SW641:</p> <ul style="list-style-type: none"> <li>● rack 0 in BMX CRA 312 •0 drop 1</li> <li>● rack 1 in 140 CRA 312 00 drop 1</li> </ul> <p>%SW642:</p> <ul style="list-style-type: none"> <li>● rack 1 in BMX CRA 312 •0 drop 1</li> <li>● rack 2 in 140 CRA 312 00 drop 1</li> </ul> <p><b>NOTE:</b></p> <p>for BMX CRA 312 •0</p> <ul style="list-style-type: none"> <li>● Rack 0 is the main rack</li> <li>● Rack 1 is the extension rack</li> </ul> <p>.....</p> <p>%SW701:</p> <ul style="list-style-type: none"> <li>● rack 0 in BMX CRA 312 •0 drop 31</li> <li>● rack 1 in 140 CRA 312 00 drop 31</li> </ul> <p>%SW702:</p> <ul style="list-style-type: none"> <li>● rack 1 in BMX CRA 312 •0 drop 31</li> <li>● rack 2 in 140 CRA 312 00 drop 31</li> </ul> <p>Bits 0 to 15 of each of these words are associated with the modules located in positions:</p> <ul style="list-style-type: none"> <li>● 16 to 1 of the 140 CRA 312 00 Drop module.</li> <li>● 15 to 0 of the BMX CRA 312 •0 Drop module.</li> </ul> <p>The bit is set to 0 if the module has a detected error. It is set to 1 if the module is operating correctly.</p>	0

## 6.5 Modicon M340-Specific System Words

**Description of System Words: %SW138 to %SW141, %SW142 to %SW145, %SW146 and %SW147, %SW150 to %SW154, %SW160 to %SW167**

### Detailed Description

Description of system words %SW138 to %SW141:

Word Symbol	Function	Description	Initial State
%SW138 and %SW140	Modicon M340	Base addresses for %I (discrete input) and %IW (input register)	-
%SW139 and %SW141	Modicon M340	<p>Base addresses for %M (coil address) and %MW (holding register)            The base address is the number of %M or %MW which corresponds to Modbus address 0000.</p> <p>Examples:</p> <ul style="list-style-type: none"> <li>• %SW140 contains 1000. When the Modbus server receives a Read Input Registers request (code 04) with starting address equal to 0000, it returns values from %MW1000.</li> <li>• %SW138 contains 0001. When the Modbus server receives a Read Discrete Inputs request (code 02) with starting address equal to 0000, it returns values from %M1.</li> </ul>	-

### WARNING

#### UNINTENDED EQUIPMENT OPERATION

You must set the values of the 4 system words %SW138, %SW139, %SW140 and %SW141 using the “Initial value” mechanism.

Do not use programming code to set the values.

Otherwise, when using the PLC init command or setting %S0 to 1 or downloading an application, the 4 system words are set to 0000 and the behavior of Modbus server is wrong.

**Failure to follow these instructions can result in death, serious injury, or equipment damage.**

Description of system words %SW142 to %SW145, %SW146 and %SW147, %SW150 to %SW154, %SW160 to %SW167:

Word Symbol	Function	Description	Initial State
%SW142 to %SW145	Modicon M340	<p>Inhibit the I/O error raised by the system when a configured device on the CANopen bus is not present.</p> <p>This inhibition can be managed with 4 system words %SW142,143,144,145.</p> <p>These System words implement a bit list indicating CANopen node error to inhibit:</p> <ul style="list-style-type: none"> <li>● bit 0 of %SW142 concerns device at node address 1.</li> <li>● bit 1 of %SW142 concerns device at node address 2.</li> <li>● ...</li> <li>● bit15 of %SW145 concerns device at node address 64.</li> </ul> <p>Bit values:</p> <ul style="list-style-type: none"> <li>● If the bit is at 0 and device not present, then an error is raised.</li> <li>● If the bit is at 1 and device not present, then no error is raised.</li> </ul> <p><b>NOTE:</b> The default value is 0.</p> <p><b>NOTE:</b> This inhibition can be performed on the fly, but in order for it to be taken into account, the CANopen Master must be reset (by setting bit 5 of the output word .%QW0.0.2.0 to 1).</p> <p><b>NOTE:</b> The system words %SW142 to %SW145 are available since SV 2.1 of the CPU OS.</p>	-
%SW146 and %SW147	Modicon M340	<p>Those 2 system words contain the unique SD card serial number (32bits).If there is not an SD card or an unrecognized SD card, the 2 system words are set to 0.This information can be used to protect an application (<i>see Modicon M340 Using Unity Pro, Processors, Racks, and Power Supply Modules, Setup Manual</i>) against duplication.</p> <p><b>NOTE:</b> The system words %SW146 and %SW147 are available since SV 2.1 of the CPU OS.</p>	-
%SW150 to %SW154	CANopen Modicon M340	<p>Informations concerning the last SDO abort transfer:</p> <ul style="list-style-type: none"> <li>● %SW150: Low word of the SDO abort code.</li> <li>● %SW151: High word of the SDO abort code.</li> <li>● %SW152: Node number of the SDO transfer.</li> <li>● %SW153: Index number of the SDO transfer.</li> <li>● %SW154: Sub-index number of the SDO transfer.</li> </ul>	-

Word Symbol	Function	Description	Initial State
%SW160 to %SW167 PREMRACK0 to PREMRACK7	Premium and Modicon M340 Rack 0 to 7 error	<p>Words %SW160 to %SW167 are associated, respectively, to racks 0 to 7.</p> <p>Bits 0 to 15 of each of these words are associated with the modules located in positions 0 to 15 of these racks.</p> <p>The bit is at 0 if the module is in fault, and at 1 if the module is operating correctly.</p> <p><b>Example:</b> %SW163.5=0 The module located in position 5 on rack 3 is in fault.</p> <p>In case of half racks, 2 contiguous half racks make a complete normal rack, referenced by only one Swi.</p>	-

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# Data Description



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## In This Part

This part describes the different data types that can be used in a project, and how to implement them.

### What Is in This Part?

This part contains the following chapters:

Chapter	Chapter Name	Page
7	General Overview of Data	243
8	Data Types	251
9	Data Instances	311
10	Data References	327



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# General Overview of Data

7

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## Subject of this Chapter

This chapter provides a general overview of:

- the different data types
- the data instances
- the data references

## What Is in This Chapter?

This chapter contains the following topics:

Topic	Page
General	244
General Overview of the Data Type Families	245
Overview of Data Instances	247
Overview of the Data References	249
Syntax Rules for Type\Instance Names	250

## General

### Introduction

A **data** item designates an object which can be instantiated such as:

- a variable,
- a function block.

Data is defined in three phases. These are:

- the **data types** phase, which specifies the following:
  - its category,
  - its format.
- the **data instances** phase, which defines its storage location and property, which is:
  - located, or
  - unlocated.
- the **data references** phase, which defines its means of access:
  - by immediate value,
  - by name,
  - by address.

### Illustration

The following are the three phases that characterize the data:



**Instantiating** a data item consists in allocating it a memory slot according to its type.

**Referencing** a data item consists in defining a reference for it (name, address, etc.) allowing it to be accessed in the memory.

## General Overview of the Data Type Families

### Introduction

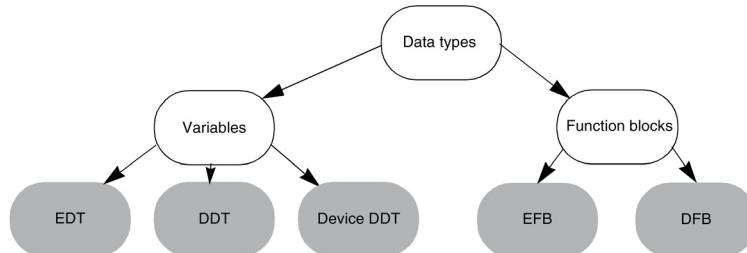
A **data type** is a piece of software information which specifies for a data item:

- its structure
- its format
- a list of its attributes
- its behavior

These properties are shared by all instances of the data type.

### Illustration

The data type families are filed in different categories (dark gray).



### Definitions

Data type families and their definitions.

Family	Definition
EDT	Elementary data types, such as: <ul style="list-style-type: none"> <li>• Bool</li> <li>• Int</li> <li>• Byte</li> <li>• Word</li> <li>• Dword</li> <li>• etc.</li> </ul>

Family	Definition
DDT	<p>Derived Data Types, such as:</p> <ul style="list-style-type: none"> <li>● Arrays, which contain elements of the same type:           <ul style="list-style-type: none"> <li>● Bool tables (EDT tables)</li> <li>● EBool tables (Device DDT Arrays)</li> <li>● tables of tables (DDT tables)</li> <li>● tables of structures (DDT tables)</li> </ul> </li> <li>● structures, which contain elements of the different types:           <ul style="list-style-type: none"> <li>● Bool structures, Word structures, etc. (EDT structures)</li> <li>● EBool tables (Device DDT structure)</li> <li>● structures of tables, structures of structures, structures of tables/structures (DDT structures)</li> <li>● Bool structures, table structures, etc. (EDT and DDT structures)</li> <li>● structures concerning input/output data (IODDT structures)</li> </ul> </li> </ul>
Device DDT	<p>Device Derived Data Types, such as:</p> <ul style="list-style-type: none"> <li>● tables, which contain elements of the same type:           <ul style="list-style-type: none"> <li>● Bool tables (EDT tables)</li> <li>● tables of tables (DDT tables)</li> <li>● tables of structures (DDT tables)</li> </ul> </li> <li>● structures, which contain elements of the different types:           <ul style="list-style-type: none"> <li>● Bool structures, Word structures, etc. (EDT structures)</li> <li>● structures of tables, structures of structures, structures of tables/structures (DDT structures)</li> <li>● Bool structures, table structures, etc. (EDT and DDT structures)</li> <li>● structures concerning input/output data</li> <li>● Structures containing variables that restore the status properties of an action or transition of a Sequential Function Chart</li> </ul> </li> </ul>
EFB	<p>Elementary Function Blocks written in C language. These comprise:</p> <ul style="list-style-type: none"> <li>● input variables</li> <li>● internal variables</li> <li>● output variables</li> <li>● a processing algorithm</li> </ul>
DFB	<p>Derived Function Blocks written in automation languages (Structured Text, Instruction List, etc.). These comprise:</p> <ul style="list-style-type: none"> <li>● input variables</li> <li>● internal variables</li> <li>● output variables</li> <li>● a processing algorithm</li> </ul>

## Overview of Data Instances

### Introduction

A **data instance** is an individual functional entity, which has all the characteristics of the data type to which it belongs.

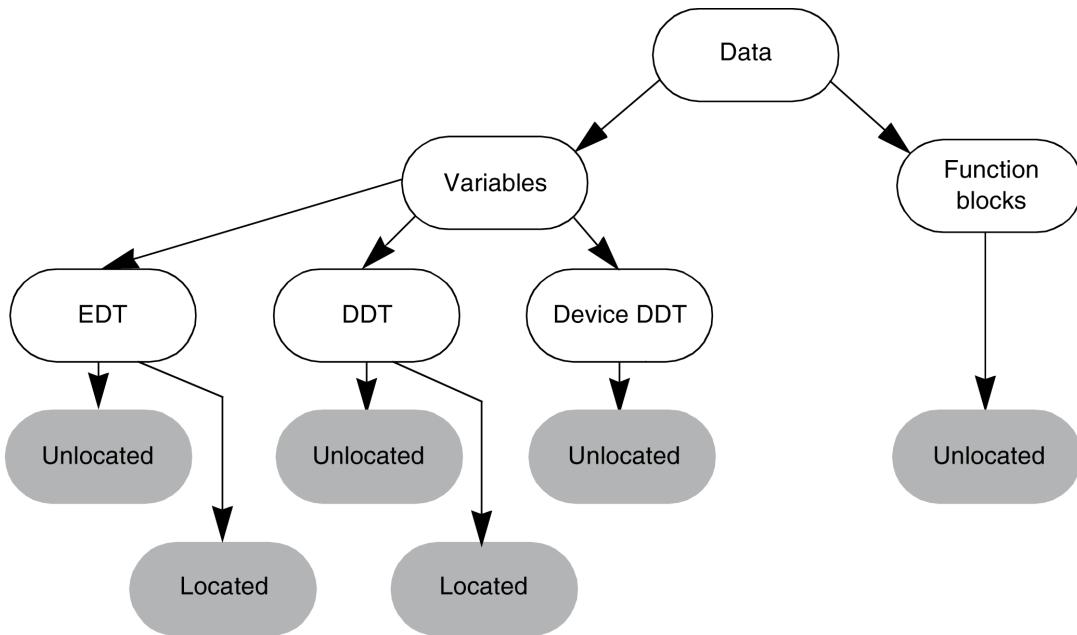
One or more instances can belong to a data type.

The data instance can have a memory allocation that is:

- unlocated or
- located

### Illustration

Memory allocation of instances (dark gray) belonging to the different types.



## Definitions

Definition of the memory allocations of data instances.

Data instance	Definition
Unlocated	The memory slot of the instance is automatically allocated by the system and can change for each generation of the application. The instance is located by a name (symbol) chosen by the user.
Located	The memory slot of the instance is fixed, predefined and never changes. The instance is located by a name (symbol) chosen by the user and a topological address defined by the manufacturer, or by the topological address of the manufacturer only.

## Overview of the Data References

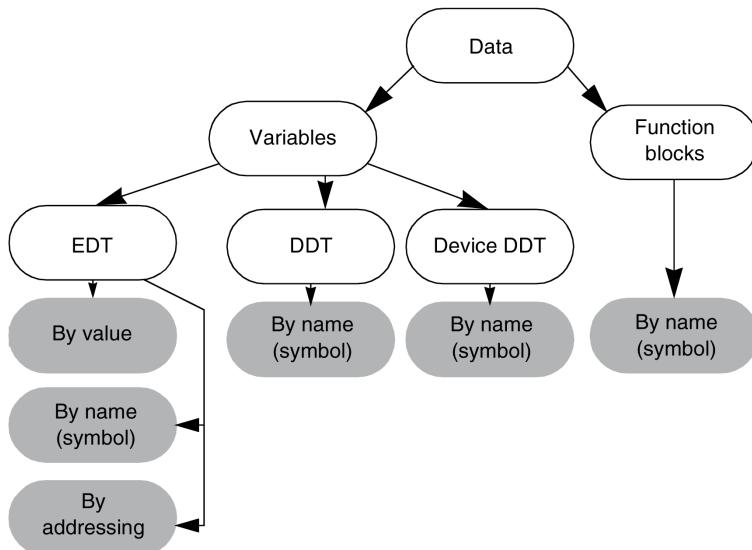
### Introduction

A **data reference** allows the user to access the instance of this data either by:

- immediate value, true only for data of type EDT
- address settings, true only for data of type EDT
- name (symbol), true for all EDT, DDT, EFB, DFB data types, as well as for SFC objects

### Illustration

Possible data references according to data type (dark gray).



## Syntax Rules for Type\Instance Names

### Introduction

The syntax of names of types and variables can be written up with or without the extended character set. This option can be selected in the **Language extensions** tab of the **Tools->Project settings** menu.

- With **Allow extended character set** option selected, the application is compliant with the IEC standard
- With **Allow extended character set** option not selected, the user has a certain degree of flexibility, but the application is not compliant with the IEC standard

The extended character set used for names entered into the application concerns:

- DFB (Derived Function Block) user function blocks or DDT (Derived data type)
- the internal elements composing a DFB/EFB function block data type or a derived data type (DDT)
- the data instances

### If the "Allow extended ..." Checkbox is Selected

The names entered are strings made up of alphanumeric characters and the Underscore character.

The rules are as follows:

- the first character of the name is an alphabetic character or an Underscore
- two Underscore characters cannot be used consecutively

### If the "Allow extended ..." Checkbox is not Selected

The names entered are strings made up of alphanumeric characters and the Underscore character.

Additional characters are authorized such as:

- characters corresponding to ASCII codes 192 to 223 (except for code 215)
- characters corresponding to ASCII codes 224 to 255 (except for code 247)

The rules are as follows:

- the first character of the name is an **alphanumeric** character or an Underscore
- Underscore characters **can be** used consecutively

---

# Data Types

8

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## Subject of this Chapter

This chapter describes all the data types that can be used in an application.

## What Is in This Chapter?

This chapter contains the following sections:

Section	Topic	Page
8.1	Elementary Data Types (EDT) in Binary Format	252
8.2	Elementary Data Types (EDT) in BCD Format	263
8.3	Elementary Data Types (EDT) in Real Format	269
8.4	Elementary Data Types (EDT) in Character String Format	274
8.5	Elementary Data Types (EDT) in Bit String Format	277
8.6	Derived Data Types (DDT/IODDT/Device DDT)	281
8.7	Function Block Data Types (DFB\EFB)	294
8.8	Generic Data Types (GDT)	302
8.9	Data Types Belonging to Sequential Function Charts (SFC)	304
8.10	Compatibility Between Data Types	306

## 8.1 Elementary Data Types (EDT) in Binary Format

---

### Subject of this Section

This section describes Binary format data types. These are:

- Boolean types
- Integer types
- Time types

### What Is in This Section?

This section contains the following topics:

Topic	Page
Overview of Data Types in Binary Format	253
Boolean Types	255
Integer Types	260
The Time Type	262

## Overview of Data Types in Binary Format

### Introduction

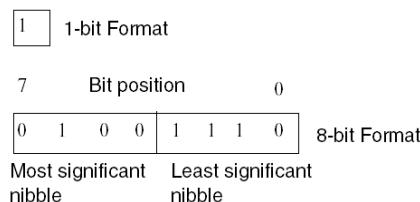
The data types in Binary format belong to the EDT (Elementary data type) family, which includes **single** rather than derived data types (tables, structures, function blocks).

### Reminder Concerning Binary Format

A data item in binary format is made up of one or more bits, where each of these is represented by one of the base 2 figures (**0** or **1**).

The scale of the data item depends on the number of bit(s) of which it is made.

Example:



A data item can be:

- signed. Here the highest ranking bit is the sign bit:
  - 0 indicates a positive value
  - 1 indicates a negative value

The range of values is:

$$[-2^{\langle \text{Bits} - 1 \rangle}, 2^{\langle \text{Bits} - 1 \rangle} - 1]$$

- unsigned. Here all the bits represent the value
- The range of values is:

$$[0, 2^{\text{Bits}} - 1]$$

Bits=number of bits (format).

**Data Types in Binary Format**

List of data types:

Type	Designation	Format (bits)	Default value
BOOL	Boolean	8	0=(False)
EBOOL	Boolean with forcing and edge detection	8	0=(False)
INT	Integer	16	0
DINT	Double integer	32	0
UINT	Unsigned integer	16	0
UDINT	Unsigned double integer	32	0
TIME	Unsigned double integer	32	T=0s

## Boolean Types

### At a Glance

There are two types of Boolean. These are:

- BOOL type, which contains only the value FALSE (=0) or TRUE (=1)
- EBOOL type, which contains the value FALSE (=0) or TRUE (=1) but also information concerning the management of falling or rising edges and forcing

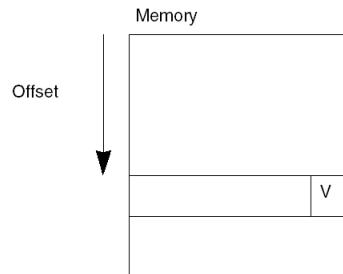
### Principle of the BOOL Type

This type takes up one memory byte, but the value is only stored in one bit.

The default value for this type is FALSE (=0).

It is accessible via an address containing the offset of the corresponding byte:

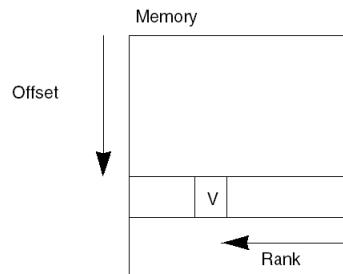
Address settings:



In the case **of the word extracted bit**, it is accessible via an address containing the following information:

- an offset of the corresponding byte
- the rank defining its position in the word

Address settings:



## Principle of the EBOOL Type

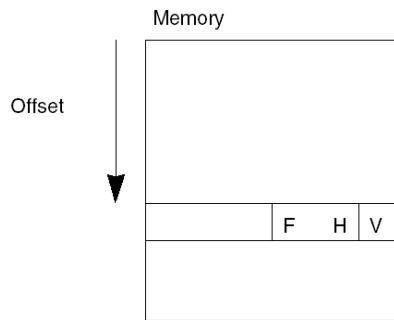
This type takes up one memory byte which contains:

- the bit for the value (V),
- the history bit (H) for managing rising or falling edges. Each time the object's status changes, the value is copied to this bit,
- the bit containing the forcing status (F). Equal to 0 if the object is not forced and equal to 1 if the object is forced.

The default value for the bits associated with the EBOOL type is FALSE (=0).

It is accessible via an address specifying the offset of the corresponding byte:

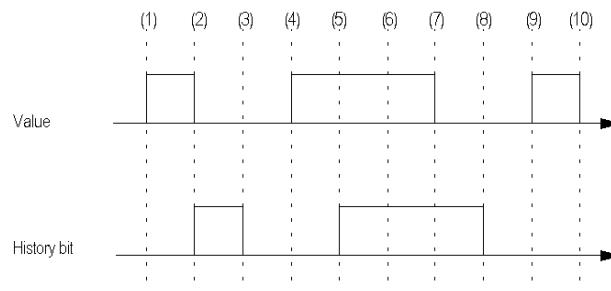
Address settings:



## Historical Trend Diagram

The trend diagram below shows the main statuses of the value and history bits associated with the EBOOL type.

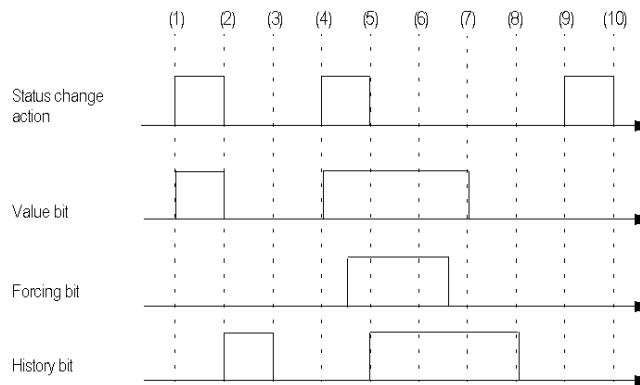
The rising edges of the value bit (1, 4) are copied to the history bit in the next PLC cycle (2, 5). The falling edges of the value bit (2, 7) are copied to the history bit of the next PLC cycle (3, 8).



## Trend Diagram and Forcing

The trend diagram below shows the main statuses of the value, history and forcing bits associated with the EBOOL type.

The rising edges of the value bit (1, 4) are copied to the history bit in the next PLC cycle (2, 5). The falling edges of the value bit (2, 7) are copied to the history bit in the next PLC cycle (3, 8). Between (4 and 5), the forcing bit equals 1, while the value and history bits remain at 1.



## PLC Variables Belonging to Boolean Types

### List of variables

Variable	Type
Internal bit	EBOOL
System bit	BOOL
Word extracted bit	BOOL
<b>%I inputs</b>	
Module error bit	BOOL
Channel error bit	BOOL
Input bit	EBOOL
<b>%Q outputs</b>	
Output bit	EBOOL

## Compatibility between BOOL and EBOOL

The operations authorized between these two types of variables are:

- value copying
- address copying

Copies between types

	<b>BOOL destination</b>	<b>EBOOL destination</b>
<b>BOOL source</b>	Yes	Yes
<b>EBOOL source</b>	Yes	Yes

Compatibility between the parameters of elementary functions (EF)

<b>Effective parameter (external to EF)</b>	<b>Formal BOOL parameter (internal to EF)</b>	<b>Formal EBOOL parameter (internal to EF)</b>
<b>BOOL</b>	Yes	No
<b>EBOOL</b>	In ->Yes In-Out ->No Out ->Yes	Yes

Compatibility between the parameters of block functions (EFB\DFB)

<b>Effective parameter (external to FB)</b>	<b>Formal BOOL parameter (internal to FB)</b>	<b>Formal EBOOL parameter (internal to FB)</b>
<b>BOOL</b>	Yes	In ->Yes In-Out ->No Out -> Yes
<b>EBOOL</b>	In ->Yes In-Out ->No Out -> Yes	Yes

Compatibility between array variables

	<b>ARRAY[i..j] OF BOOL destination</b>	<b>ARRAY[i..j] OF EBOOL destination</b>
<b>ARRAY[i..j] OF BOOL source</b>	Yes	No
<b>ARRAY[i..j] OF EBOOL source</b>	No	Yes

### Compatibility between static variables

	<b>BOOL (%MW:xi) direct addressing</b>	<b>EBOOL (%Mi) direct addressing</b>
<b>BOOL (Var:BOOL) declared variable</b>	Yes	No
<b>EBOOL (Var:EBOOL) declared variable</b>	No	Yes

### Compatibility

EBOOL data types follow the rules below:

- A EBOOL type variable cannot be passed as a BOOL type input/output parameter.
- EBOOL arrays cannot be passed as ANY type parameters of an FFB.
- BOOL and EBOOL arrays are not compatible for instructing assignment (same rule as for FFB parameters).
- On Quantum:
  - EBOOL type located variables cannot be passed as EBOOL type input/output parameters.
  - EBOOL arrays cannot be passed as parameters of a DFB.

## Integer Types

### At a Glance

Integer types are used to represent a value in different bases. These are:

- base 10 (decimal) by default. Here the value is signed or unsigned depending on the integer type
- base 2 (binary). Here the value is unsigned and the prefix is **2#**
- base 8 (octal). Here the value is unsigned and the prefix is **8#**
- base 16 (hexadecimal). Here the value is unsigned and the prefix is **16#**

**NOTE:** In decimal representation, if the chosen type is signed, the value can be preceded by the + sign or - sign (the + sign is optional).

### Integer Type (INT)

Signed type with a 16-bit format.

This table shows the range in each base.

Base	from...	to...
Decimal	-32768	32767
Binary	2#1000000000000000	2#0111111111111111
Octal	8#100000	8#077777
Hexadecimal	16#8000	16#7FFF

### Double Integer Type (DINT)

Signed type with a 32-bit format.

This table shows the range in each base.

Base	from...	to...
Decimal	-2147483648	2147483647
Binary	2#10000000000000000000000000000000	2#01111111111111111111111111111111
Octal	8#2000000000	8#1777777777
Hexadecimal	16#80000000	16#7FFFFFFF

### Unsigned Integer Type (UINT)

Unsigned type with a 16-bit format.

This table shows the range in each base.

Base	from...	to...
Decimal	0	65535
Binary	2#0	2#1111111111111111
Octal	8#0	8#177777
Hexadecimal	16#0	16#FFFF

### Unsigned Double Integer Type (UDINT)

Unsigned type with a 32-bit format.

This table shows the range in each base.

Base	from...	to...
Decimal	0	4294967295
Binary	2#0	2#111111111111111111111111111111
Octal	8#0	8#377777777777
Hexadecimal	16#0	16#FFFFFFFF

## The Time Type

### At a Glance

The Time type **T#** or **TIME#** is represented by an unsigned double integer (UDINT) (*see page 260*) type.

It expresses a duration in milliseconds, which approximately represents a maximum duration of 49 days.

The units of time authorized to represent the value are:

- days (**D**)
- hours (**H**)
- minutes (**M**)
- seconds (**S**)
- milliseconds (**MS**)

### Entering a Value

This table shows the possible ways of entering the maximum value of the **Time** type, according the authorized units of time.

Diagram	Comment
<b>T#4294967295MS</b>	value in milliseconds
<b>T#4294967S_295MS</b>	value in seconds\milliseconds
<b>T#71582M_47S_295MS</b>	value in minutes\seconds\milliseconds
<b>T#1193H_2M_47S_295MS</b>	value in hours\minutes\seconds\milliseconds
<b>T#49D_17H_2M_47S_295MS</b>	value in days\hours\minutes\seconds\milliseconds

## 8.2 Elementary Data Types (EDT) in BCD Format

### Subject of this section

This section describes BCD format (Binary Coded Decimal) data types. These are:

- Date type
- Time of Day type (TOD)
- Date and Time (DT) type

### What Is in This Section?

This section contains the following topics:

Topic	Page
Overview of Data Types in BCD Format	264
The Date Type	266
The Time of Day (TOD) Type	267
The Date and Time (DT) Type	268

## Overview of Data Types in BCD Format

### Introduction

The data types in BCD format belong to the EDT (Elementary data type) family, which includes **single** rather than derived data types (tables, structures, function blocks).

### Reminder Concerning BCD Format

The Binary Coded Decimal (BCD) format is used to represent decimal numbers **between 0 and 9** using a group of four bits (half-byte).

In this format, the four bits used to code the decimal numbers have a range of unused combinations.

Correspondence table:

Decimal	Binary
0	0000
1	0001
2	0010
3	0011
4	0100
5	0101
6	0110
7	0111
8	1000
9	1001
	1010 (unused)
	1011 (unused)
	1100 (unused)
	1101 (unused)
	1110 (unused)
	1111 (unused)

**Example of coding using a 16 bit format:**

Decimal value 2450	2	4	5	0
Binary value	0010	0100	0101	0000

**Example of coding using a 32 bit format:**

<b>Decimal value</b> 78993016	7	8	9	9	3	0	1	6
<b>Binary value</b>	0111	1000	1001	1001	0011	0000	0001	0110

**Data Types in BCD Format**

Three data types:

Type	Designation	Scale (bits)	Default value
DATE	Date	32	D#1990-01-01
TIME_OF_DAY	Time of day	32	TOD#00:00:00
DATE_AND_TIME	Date and Time	64	DT#1990-01-01-00:00:00

## The Date Type

### At a Glance

The **Date** type in 32 bit format contains the following information:

- the year coded in a 16-bit field (4 most significant half-bytes)
- the month coded in an 8-bit field (2 half bytes)
- the day coded in an 8-bit field (2 least significant half bytes)

Representation in BCD format of the date 2001-09-20:

Year (2001)	Month (09)	Day (20)
0010 0000 0000 0001	0000 1001	0010 0000

### Syntax Rules

The **Date** type is entered as follows: **D#<Year>-<Month>-<Day>**

This table shows the lower/upper limits in each field.

Field	Limits	Comment
Year	[1990,2099]	
Month	[01,12]	The left 0 is always displayed, but can be omitted at the time of entry
Day	[01,31]	For the months 01\03\05\07\08\10\12
	[01,30]	For the months 04\06\09\11
	[01,29]	For the month 02 (leap years)
	[01,28]	For the month 02 (non leap years)

Example:

Entry	Comments
<b>D#2001-1-1</b>	The left 0 of the month and the day can be omitted
<b>d#1990-02-02</b>	The prefix can be written in lower case

## The Time of Day (TOD) Type

### At a Glance

The **Time of Day** type coded in 32 bit format contains the following information:

- the hour coded in an 8-bit field (2 most significant half-bytes)
- the minutes coded in an 8-bit field (2 half bytes)
- the seconds coded in an 8-bit field (2 half bytes)

**NOTE:** The 8 least significant bits are unused.

Representation in BCD format of the time of day 13:25:47:

Hour (13)	Minutes (25)	Seconds (47)	Least significant byte
0001 0011	0010 0101	0100 0111	Unused

### Syntax Rules

The Time of Day type is entered as follows: **TOD#<Hour>:<Minutes>:<Seconds>**

This table shows the lower/upper limits in each field.

Field	Limits	Comment
Hour	[00,23]	The left 0 is always displayed, but can be omitted at the time of entry
Minute	[00,59]	The left 0 is always displayed, but can be omitted at the time of entry
Second	[00,59]	The left 0 is always displayed, but can be omitted at the time of entry

Example:

Entry	Comment
<b>TOD#1:59:0</b>	The left 0 of the hours and seconds can be omitted
<b>tod#23:10:59</b>	The prefix can be written in lower case
<b>Tod#0:0:0</b>	The prefix can be mixed (lower\upper case)

## The Date and Time (DT) Type

### At a Glance

The **Date and Time** type coded in 64 bit format contains the following information:

- The year coded in a 16-bit field (4 most significant half-bytes)
- the month coded in an 8-bit field (2 half bytes)
- the day coded in an 8-bit field (2 half bytes)
- the hour coded in an 8-bit field (2 half bytes)
- the minutes coded in an 8-bit field (2 half bytes)
- the seconds coded in an 8-bit field (2 half bytes)

**NOTE:** The 8 least significant bits are unused.

Example: Representation in BCD format of the date and Time 2000-09-20:13:25:47.

Year (2000)	Month (09)	Day (20)	Hour (13)	Minute (25)	Seconds (47)	Least significant byte
0010 0000 0000 0000	0000 1001	0010 0000	0001 0011	0010 0101	0100 0111	Unused

### Syntax Rules

The **Date and Time** type is entered as follows:

**DT#<Year>-<Month>-<Day>-<Hour>:<Minutes>:<Seconds>**

This table shows the lower/upper limits in each field.

Field	Limits	Comment
Year	[1990,2099]	
Month	[01,12]	The left 0 is always displayed, but can be omitted during entry
Day	[01,31]	For the months 01\03\05\07\08\10\12
	[01,30]	For the months 04\06\09\11
	[01,29]	For the month 02 (leap years)
	[01,28]	For the month 02 (non leap years)
Hour	[00,23]	The left 0 is always displayed, but can be omitted during entry
Minute	[00,59]	The left 0 is always displayed, but can be omitted during entry
Second	[00,59]	The left 0 is always displayed, but can be omitted during entry

Example:

Entry	Comment
<b>DT#2000-1-10-0:40:0</b>	The left 0 of the month\hour\second can be omitted
<b>dt#1999-12-31-23:59:59</b>	The prefix can be written in lower case
<b>Dt#1990-10-2-12:02:30</b>	The prefix can be mixed (lower\upper case)

## 8.3 Elementary Data Types (EDT) in Real Format

### Presentation of the Real Data Type

#### Introduction

The data types in Binary format belong to the EDT (Elementary data type) family, which includes **single** rather than derived data types (tables, structures, function blocks).

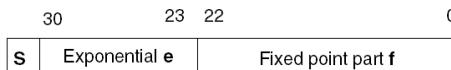
#### Reminder Concerning Real Format

The Real format (floating point in ANSI/IEEE 754 standard) is coded in 32 bit format which corresponds to the single decimal point floating numbers.

The 32 bits representing the floating point value are organized in three distinct fields. These are:

- **S**, the sign bit which can have the value:
  - 0, for a positive floating point number
  - 1, for a negative floating point number
- **e**, the exponential coded in an 8 bit field (integer in binary format)
- **f**, the fixed-point part coded in a 23 bit field (integer in binary format)

Representation:



The value of the fixed-point part (Mantissa) is between [0, 1[, and is calculated using the following formula.

$$F = 2^{-23} * M$$

#### Number Types that Can Be Represented

These are the numbers which are:

- normalized
- denormalized
- of infinite values
- with values +0 and -0

This table gives the values in the different fields according to number type.

e	f	s	Number type
]0, 255[	[0, 1[	0 or 1	normalized
0	[0, 1[	near ( $1.4^{E-45}$ )	denormalized DEN
255	0	0	+ infinity (INF)
255	0	1	- infinity (-INF)
255	]0,1[ and bit 22 = 0	0 or 1	SNAN
255	]0,1[ and bit 22 = 1	0 or 1	QNAN
0	0	0	+0
0	0	1	-0

#### NOTE:

Standard IEC 559 defines two classes of NAN (not a number): QNAN and SNAN.

- QNAN: is a NAN whose bit 22 is set to 1
- SNAN: is a NAN whose bit 22 is set to 0

They behave as follows:

- QNAN do not trigger errors when they appear in operands of a function or an expression.
- SNAN trigger an error when they appear in operands of a function or an arithmetic expression (See %SW17 (see page 184) and %S18 (see page 164)).

This table gives the calculation formula of the value of the floating-point number:

Floating-point number	Value
Normalized	$(-1)^S \times 2^{(e - 127)} \times (1 + f)$
Denormalized (DEN)	$(-1)^S \times 2^{-126} \times f$

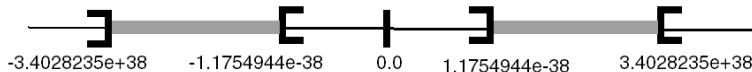
**NOTE:** A real number between -1.1754944e-38 and 1.1754944e-38 is a denormalized DEN. When an operand is a DEN, the result is not guaranteed. The bits %SW17 (see page 184) and %S18 (see page 164) are raised except for the Modicon M340. The Modicon M340 PLCs are able to use the denormalized operands but, due to the format, with a loss of precision. Underflow is signaled depending on the operation only when the result is 0 (total underflow) or when the result is a denormalized (gradual underflow, with loss of precision).

## The Real Type

Presentation:

Type	Scale (bits)	Default value
REAL	32	0.0

Range of values (grayed out parts):



When a calculation result is:

- between  $-1.1754944e-38$  and  $1.1754944e-38$ , it is a DEN
- less than  $-3.4028234e+38$ , the symbol `-INF` (for -infinite) is displayed
- greater than  $+3.4028234e+38$ , the symbol `INF` (for +infinite) is displayed
- undefined (square root of a negative number), the symbol `NAN` is displayed

## Examples of inaccuracy on normalized value

7.986 will be coded by the application as:

S	E=129	M=8359248
0	1000001	11111111000110101010000

Using the formula:

$$(-1)^0 \times 2^{(129 - 127)} \times \left(1 + \frac{8359248}{2^{23}}\right) = (7.986000061035145625)$$

The number 7.986 should have a significant of:

$$\left(\frac{7.986}{2^2} - 1\right) \times 2^{23} = (8359247, 872)$$

As the significant is expressed as an integer, it can only be coded as 8359248 (rounded to the nearest limit).

No number can be coded between the significant 8359247 and 8359248, or between the real number 7.985999584197998046875 and 7.98600006103515625

The weight of the less significant bit (gap) is, in absolute precision:

$$\frac{2^{(129 - 127)}}{2^{23}} = 2^{-21} = 0,000000476837158203125$$

The gap becomes very important for big values as shown below:

Value	Range $\leq 2^{n-1} \leq Value \leq 2^n$	M=8359248
100 000 000	Between $2^{26}$ and $2^{27}$	$\frac{2^{26}}{2^{23}} = 2^3 = 8$
$2^{127}$	$2^{127}$	$\frac{2^{127}}{2^{23}} = 2^{104} = 2,02 \times 10^{31}$

**NOTE:** The gap corresponds to the weight of the less significant bit.

In order to get an expected resolution, it is necessary to define the maximum range for the calculation according the following formula:

$$e = \left\lfloor \frac{\ln(p \times 2^{23})}{\ln(2)} \right\rfloor$$

p being the accuracy and e the exponent (e = E-127)

For instance, if the accuracy needs to be = 0.001, the fixed-point part will be:

$$F = (-1)^S \times 2^{(e)} \times \left(1 + \frac{M}{2^{23}}\right) = 2^{14} = 16384$$

with:

$$13 = \left\lfloor \frac{\ln(0.001 \times 2^{23})}{\ln(2)} \right\rfloor$$

Beyond of this limit F, the accuracy will be lost.

### Typical case: Counters

Floating must be used carefully, especially when it needs to add a small number to itself.

In case of small increments, the counter won't count properly, giving wrong results and stopping to rise when the increment will be lower than the less significant bit of the counter.

To get correct values, it is recommended to count on an double integer (UDINT) and multiply the result by the increment.

**Example:**

- Increment a value by 0.001 from 33000 to 1000000,
- Count from 33000000 to 1000000000 (value times 1000) with 1 as increment,
- Get the result multiplying the value by 0.001.

The accuracy **F** minimum per range will be:

From...to...	F (minimum)
3300...65536	0.004
65536...131072	0.008
...	...
524288...1000000	0.063

This counter can raise up to  $4294967295 \times 0.001 = 4294967.5$  with a minimum accuracy of 0.5

**NOTE:** The real value here are the binary value encoded. It may differs from the display in an operator screen as rounding is done (4.294968e+006)

## 8.4 Elementary Data Types (EDT) in Character String Format

---

### Overview of Data Types in Character String Format

#### Introduction

Data types in character string format belong to the EDT (Elementary data type) family, which includes **single** rather than derived data types (tables, structures, function blocks).

#### The Character String Type

The character string format is used to represent a string of ASCII characters, with each character being coded in an 8 bit format.

The characteristics of character string types are as follows:

- 16 characters by default in a string (excluding end of string characters)
- a string is composed of ASCII characters between 16#20 and 16#FF (hexadecimal representation)
- in an empty string, the end of string character (code ASCII "ZERO") is the first character of the string
- the maximum size of a string is 65535 characters

The size of the character string can be optimized during the definition of the type using the **STRING[<size>]** command, <size> being an unsigned integer **UINT** capable of defining a string of between 1 and 65535 ASCII characters.

**NOTE:** The ASCII characters 0-127 are common to all languages, but the characters 128-255 are language dependent. Be careful if the language of the Unity Pro is not the same as the OS language. If the two languages are not the same, CHAR MODE communication can be disturbed and sending characters greater than 127 cannot be guaranteed to be correct. In particular, if the "Stop on Reception" character is greater than 127, it is not taken into account.

## Syntax Rules

The entry is preceded by and ends with the quote character "" (ASCII code 16#27).

The \$ (dollar) sign is a special character, followed by certain letters which indicate:

- \$L or \$I, go to the next line (line feed)
- \$N or \$n, go to the start of the next line (new line)
- \$P or \$p, go to the next page
- \$R or \$r, carriage return
- \$T or \$t tabulation (Tab)
- \$\$, represents the character \$ in a string
- \$', represents the quote character in a string

The user can use the syntax \$nn to display, in a STRING variable, characters which must not be printed. It can be a carriage return (ASCII code 16#0D) for instance.

## Examples

Entry examples:

Type	Entry	Contents of the string • represents the end of string character * represents empty bytes
STRING	'ABCD'	ABCD•***** (16 characters)
STRING[4]	'john'	john•
STRING[10]	'It\$'s john'	It's john•*
STRING[5]	"	•*****
STRING[5]	'\$"	'•****
STRING[5]	'the number'	the no•
STRING[13]	'0123456789'	0123456789•***
STRING[5]	'\$R\$L'	<cr><lf>•***
STRING[5]	'\$\$1.00'	\$1.00•

## STRING Type Variable Declaration

A STRING type variable can be declared in two different ways:

- STRING and
- STRING[<Number of elements>]

Behavior differs depending on usage:

Type	Variable declaration	FFB input parameter	EF output parameter	FB output parameter
STRING	Fixed size: 16 characters	The size is equal to the actual size of the input parameter.	The size is equal to the actual size of the input parameter.	Fixed size of 16 characters
STRING[<n>]	Fixed size: n characters	The size is equal to the actual size of the input parameter limited to n characters.	The EF writes a maximum of n characters.	The FB writes a maximum of n characters.

## Strings and the ANY Pin

When you use a STRING type variable as an ANY type parameter, it is highly recommended to check that the size of the variable is less than the maximum declared size.

### Example:

Use of STRING on the SEL function (Selector).

```

String1: STRING[8]
String2: STRING[4]
String3: STRING[4]
String1:= 'AAAAAAA';
String3:= 'CC';
Scenario 1:
String2:= 'BBBB';
(* the size of the string is equal to the maximum declared size *)
String1:= SEL(FALSE, String2, String3);
(* the result will be: 'BBBBAAAA' *)
Scenario 2:
String2:= 'BBB';
(* the size of the string is less than the maximum declared size *)
String1:= SEL(FALSE, String2, String3);
(* the result will be: 'BBB' *)

```

**8.5****Elementary Data Types (EDT) in Bit String Format**

---

**Subject of this Section**

This section describes data types in bit string format. These are:

- Byte type
- Word type
- Dword type

**What Is in This Section?**

This section contains the following topics:

Topic	Page
Overview of Data Types in Bit String Format	278
Bit String Types	279

## Overview of Data Types in Bit String Format

### Introduction

Data types in bit string format belong to the EDT (Elementary data type) family, which includes **single** rather than derived data types (tables, structure, function blocks).

### Reminder Concerning Bit String Format

The particularity of this format is that all of its component bits do not represent a numerical value, but a combination of separate bits.

The data belonging to types of this format can be represented in three bases. These are:

- hexadecimal (16#)
- octal (8#)
- binary (2#)

### Data Types in Bit String Format

Three data types:

Type	Scale (bits)	Default value
BYTE	8	0
WORD	16	0
DWORD	32	0

## Bit String Types

### The Byte Type

The Byte type is coded in 8 bit format.

This table shows the lower/upper limits of the bases which can be used.

Base	Lower limit	Upper limit
Hexadecimal	16#0	16#FF
Octal	8#0	8#377
Binary	2#0	2#11111111

Representation examples:

Data content	Representation in one of the bases
00001000	16#8
00110011	8#63
00110011	2#110011

### The Word Type

The Word type is coded in 16 bit format.

This table shows the lower/upper limits of the bases which can be used.

Base	Lower limit	Upper limit
Hexadecimal	16#0	16#FFFF
Octal	8#0	8#177777
Binary	2#0	2#1111111111111111

Representation examples:

Data content	Representation in one of the bases
0000000011010011	16#D3
1010101010101010	8#125252
0000000011010011	2#11010011

**the Dword Type**

The Dword type is coded in 32 bit format.

This table shows the lower/upper limits of the bases which can be used.

Base	Lower limit	Upper limit
Hexadecimal	16#0	16#FFFFFF
Octal	8#0	8#3777777777
Binary	2#0	2#11111111111111111111111111111111

Representation examples:

Data content	Representation in one of the bases
0000000000001010110110011011110	16#ADCDE
00000000000000001000000000000000	8#200000
0000000000001010101110011011110	2#10101011110011011110

## 8.6 Derived Data Types (DDT/IODDT/Device DDT)

### Subject of this Section

This section presents Derived Data Types. These are:

- tables (DDT)
- structures
  - structures concerning input/output data (IODDT)
  - structures concerning other data (DDT)
  - structures concerning input/output data of Modicon M340 Modules in Modicon M340 remote I/O drops.

### What Is in This Section?

This section contains the following topics:

Topic	Page
Arrays	282
Structures	285
Overview of the Derived Data Type family (DDT)	286
DDT: Mapping Rules	288
Overview of Input/Output Derived Data Types (IODDT)	291
Overview of Device Derived Data Types (Device DDT)	293

## Arrays

## What Is an Array?

It is a data item that contains a **set** of data **of the same type**, such as:

- elementary data (EDT),  
for example:
    - a group of BOOL words,
    - a group of UINT integer words,
    - etc.
  - derived data (DDT),  
for example:
    - a group of WORD tables,
    - a group of structures,
    - Device derived data (Device DDT)
    - etc.

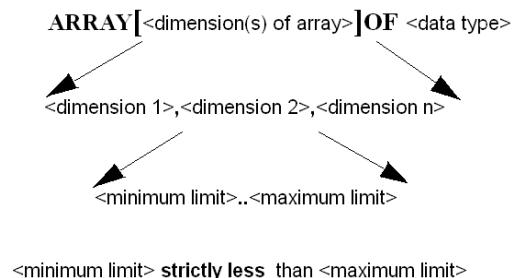
## **Characteristics**

An array is characterized by two parameters:

- a parameter which defines its organization (array dimension(s)),
  - a parameter that defines the type of data it contains.

**NOTE:** The most complex organization is the array with **six dimensions**.

The syntax comprising these two parameters is:



## Defining and Instancing an Array

Definition of an array type:

```
X: ARRAY[1..10] OF BOOL
```

### Instancing an array

```
Tab_1: X
Tab_2: ARRAY[1..10] OF BOOL
```

The instances Tab\_1 and Tab\_2 are of the same type and the same dimension, the only difference being that during instancing:

- the Tab\_1 type takes the name X,
- the Tab\_2 type must be defined (unnamed table).

**NOTE:** It is beneficial to name the type, as any modification that has to be made will only be done so once, otherwise there will be as many modifications as there are instances.

## Examples

This table presents the instances of arrays of different dimensions:

Entry	Comments
Tab_1: ARRAY[1..2] OF BOOL	1 dimensional array with 2 Boolean words
Tab_2: ARRAY[-10..20] OF WORD	1 dimensional array with 31 WORD type structures (structure defined by the user)
Tab_3: ARRAY[1..10, 1..20] OF INT	2 dimensional arrays with 10x20 integers
Tab_4: ARRAY[0..2, -1..1, 201..300, 0..1] OF REAL	4 dimensional arrays with 3x3x100x2 reals

**NOTE:** Many functions (READ\_VAR, WRITE\_VAR for example) don't recognize the index of an array of words starting by a number different from 0. If you use such an index the functions will look at the number of words in the array, but not at the starting index set in the definition of the array.

### WARNING

#### UNEXPECTED APPLICATION BEHAVIOR - INVALID ARRAY INDEX

When applying functions on variables of array type, check that the functions are compatible with the arrays starting index value when this value is greater than 0.

**Failure to follow these instructions can result in death, serious injury, or equipment damage.**

Access to a data item in array Tab\_1 and Tab\_3:

```
Tab_1[2]  
;To access second element  
  
Tab_3[4][18]  
;To access eighteenth element of the fourth sub-array
```

### Inter-Arrays Assignment Rules

There are the 4 following arrays:

```
Tab_1:ARRAY[1..10] OF INT  
Tab_2:ARRAY[1..10] OF INT  
Tab_3:ARRAY[1..11] OF INT  
Tab_4:ARRAY[101..110] OF INT
```

```
Tab_1:=Tab_2; Assignment authorized  
Tab_1:=Tab_3; Assignment refused (non-IEC compliant)  
Tab_1:=Tab_4; Assignment refused (non-IEC compliant)
```

## Structures

### What is a Structure?

It is a data item containing a **set** of data of a different type, such as:

- a group of BOOL, WORD, UNINT, etc., (EDT structure),
- a group of tables (DDT structure),
- a group of REAL, DWORD, tables, etc., (EDT and DDT structures).

**NOTE:** You can create nested structures (nested DDTs) over 8 levels. **Recurring structures (DDT) are not allowed.**

### Characteristics

A structure is composed of data which are each characterized by:

- a type,
- a name, which enables it to be identified,
- a comment (optional) describing its role.

Definition of a structure type:

```
IDENT
    Surname: STRING[12]
    First name: STRING[16]
    Age: UINT

;The IDENT type structure contains a UINT type data item and two
STRING type data
```

Definition of two data instances of an IDENT type structure:

```
Person_1: IDENT
Person_2: IDENT

;The instances Person_1 and Person_2 are of IDENT Structure type
```

### Access to the Data of a Structure

Access to the data of the Person\_1 IDENT-type instance:

```
Person_1.Name ;To access name of Person_1
Person_1.Age ;To access age of Person_1
```

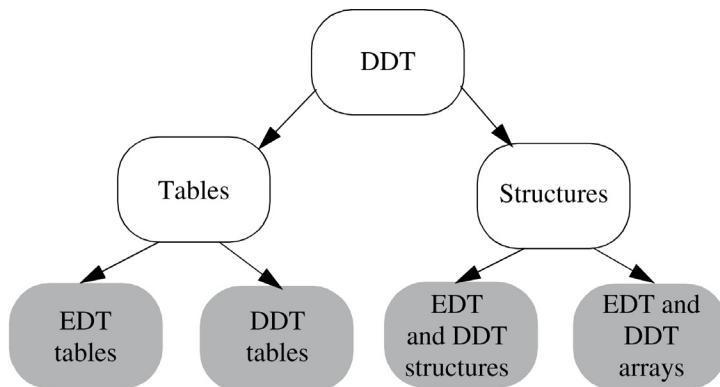
## Overview of the Derived Data Type family (DDT)

### Introduction

The DDT (Derived Data Type) family includes "derived" data types such as:

- tables
- structures

Illustration:



### Characteristics

A data item belonging to the DDT family is made up of:

- the type name (*see page 250*) (32 characters maximum) defined by the user (not obligatory for tables but recommended) (*see page 283*)
- the type (structure or table)
- an optional comment (of a maximum of 1024 characters). Authorized characters correspond to the ASCII codes 32 to 255
- the description (in the case of a structure) of these elements
  - the element name (*see page 250*) (32 characters maximum)
  - the element type
- an optional comment (1024 characters maximum) describing its role. The authorized characters correspond to the ASCII codes 32 to 255
- information such as:
  - type version number
  - date of the last modification of the code or of the internal variables or of the interface variables
  - an optional descriptive file (32767 characters) describing the block function and its different modifications

**NOTE:** The total size of a table or of a structure does not exceed 64 Kbytes.

## Examples

### Definition of types

```
COORD
  X: INT
  Y: INT
;COORD type structure

SEGMENT
  Origin: COORD
  Destination: COORD
;SEGMENT type structure containing 2 COORD type
structures

OUTLINE: ARRAY[0..99] OF SEGMENT
;OUTLINE type table containing 100 SEGMENT type
structures

DRAW
  Color: INT
  Anchor: COORD
  Pattern: ARRAY[0..15,0..15] OF WORD
  Contour: OUTLINE
```

### Access to the data of a DRAW-type structure instance

```
Cartoon: DRAW
;Instance of DRAW type structure

Cartoon.Pattern[15,15]
;Access to last data item in the Pattern table of the
Cartoon structure

Cartoon.Contour[0].Origin.X
;Access to data item X of the COORD structure belonging to
the first SEGMENT structure of the Contour table.
```

## DDT: Mapping Rules

### At a Glance

The DDTs are stored in the PLC's memory in the order in which its elements are declared.

However, the following rules apply.

### Principle for Premium and Quantum

The storage principle for Premium and Quantum is as follows:

- the elements are stored in the order in which they are declared in the structure,
- the basic element is the byte (alignment of data on the memory bytes),
- each element has an alignment rule:
  - the `BOOL` and `BYTE` types are indiscriminately aligned on the odd or even bytes,
  - all the other elementary types are aligned on the even bytes,
  - the structures and tables are aligned according to the alignment rule for the `BOOL` and `BYTE` types if they only contain `BOOL` and `BYTE` elements, otherwise they are aligned on the memory's even bytes.

### WARNING

#### RISK OF INCOMPATIBILITY AFTER CONCEPT CONVERSION

With the **Concept** programming application, the data structures do not handle any shift in offsets (each element is set one after the other in the memory, regardless of its type). Consequently, we recommend that you check everything, in particular the consistency of the data when using DDTs located on the "State RAM" (risk of shifts) or functions for communication with other devices (transfers with a different size from those programmed in Concept).

**Failure to follow these instructions can result in death, serious injury, or equipment damage.**

### Principle for Modicon M340

The storage principle for Modicon M340 PLCs is as follows:

- elements are stored in the order in which they are declared in the structure,
- the basic element is the byte,
- one alignment rule and function of the element:
  - the `BOOL` and `BYTE` types are aligned on either even or uneven bytes,
  - the `INT`, `WORD` and `UINT` types are aligned on even bytes,
  - the `DINT`, `UDINT`, `REAL`, `TIME`, `DATE`, `TOD`, `DT` and `DWORD` are aligned on double words,
  - structures and tables are aligned according to the rules of their elements.

## **WARNING**

### **BAD EXCHANGES BETWEEN A MODICON M340 AND A PREMIUM OR QUANTUM.**

Check if the structure of the exchanged data have the same alignments in the two projects.

Otherwise, the data will not be exchanged properly.

**Failure to follow these instructions can result in death, serious injury, or equipment damage.**

**NOTE:** It is possible that the alignment of data are not the same when the project is transferred from the simulator of Unity Pro to a M340 PLC. So check the structure of the data of the project.

**NOTE:** Unity Pro (*see Unity Pro, Operating Modes*) indicates where the alignment seems to be different. Check the corresponding instances in the data editor. See the page of Project settings (*see Unity Pro, Operating Modes*) to know how enable this option.

## Examples

The table below gives some examples of data structures. In the following examples, structure type DDTs are addressed to %MW*i*. The word's 1<sup>st</sup> byte corresponds to the least significant 8 bits and the word's 2<sup>nd</sup> byte corresponds to the most significant 8 bits.

For all the following structures, the first variable is mapped to the address %MW100:

<b>First Memory Address</b>		<b>Description of the structure</b>
Modicon M340	Premium	<b>Para_PWM1</b>
%MW100 (1 <sup>st</sup> byte)	%MW100 (1 <sup>st</sup> byte)	t_period: TIME
%MW102 (1 <sup>st</sup> byte)	%MW102 (1 <sup>st</sup> byte)	t_min: TIME
%MW104 (1 <sup>st</sup> byte)	%MW104 (1 <sup>st</sup> byte)	in_max: REAL
		<b>Mode_TOTALIZER</b>
%MW100 (1 <sup>st</sup> byte)	%MW100 (1 <sup>st</sup> byte)	hold: BOOL
%MW100 (2 <sup>nd</sup> byte)	%MW100 (2 <sup>nd</sup> byte)	rst: BOOL
		<b>Info_TOTALIZER</b>
%MW100 (1 <sup>st</sup> byte)	%MW100 (1 <sup>st</sup> byte)	outc: REAL

<b>First Memory Address</b>		<b>Description of the structure</b>
%MW102 (1 <sup>st</sup> byte)	%MW102 (1 <sup>st</sup> byte)	cter: UINT
%MW103 (1 <sup>st</sup> byte)	%MW103 (1 <sup>st</sup> byte)	done: BOOL
%MW103 (2 <sup>nd</sup> byte)	%MW103 (2 <sup>nd</sup> byte)	<b>Reserved for the alignment</b>

The table below gives two examples of data structures with arrays:

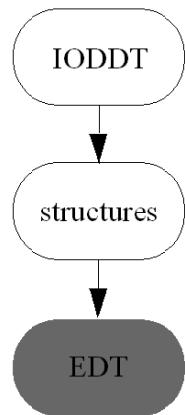
<b>First Memory Address</b>		<b>Description of the structure</b>
Modicon M340	Premium	<b>EHC105_Out</b>
%MW100 (1 <sup>st</sup> byte)	%MW100 (1 <sup>st</sup> byte)	Quit: BYTE
%MW100 (2 <sup>nd</sup> byte)	%MW100 (2 <sup>nd</sup> byte)	Control: ARRAY [1..5] OF BYTE
%MW104 (1 <sup>st</sup> byte)	%MW103 (1 <sup>st</sup> byte)	Final: ARRAY [1..5] OF DINT
		<b>CPCfg_ex</b>
%MW100 (1 <sup>st</sup> byte)	%MW100 (1 <sup>st</sup> byte)	Profile_type: INT
%MW101 (1 <sup>st</sup> byte)	%MW101 (1 <sup>st</sup> byte)	Interp_type: INT
%MW102 (1 <sup>st</sup> byte)	%MW102 (1 <sup>st</sup> byte)	Nb_of_coords: INT
%MW103 (1 <sup>st</sup> byte)	%MW103 (1 <sup>st</sup> byte)	Nb_of_points: INT
%MW104 (1 <sup>st</sup> byte)	%MW104 (1 <sup>st</sup> byte)	reserved: ARRAY [0..4] OF BYTE
%MW106 (2 <sup>nd</sup> byte)	%MW106 (2 <sup>nd</sup> byte)	<b>Reserved for the alignment of variable Master_offset on even bytes</b>
%MW108 (1 <sup>st</sup> byte)	%MW107 (1 <sup>st</sup> byte)	Master_offset: DINT
%MW110 (1 <sup>st</sup> byte)	%MW109 (1 <sup>st</sup> byte)	Follower_offset: INT
%MW111 (entire word)	-	<b>Reserved for the alignment</b>

## Overview of Input/Output Derived Data Types (IODDT)

### At a Glance

The IODDTs (Input Output Derived Data Types) **are predefined by the manufacturer**, and contain language objects of the EDT family belonging to the channel of an application-specific module.

Illustration:



The IODDT types are structures whose size (the number of elements of which they are composed) depends on the channel or the input\output module that they represent.

A given input\output module can have more than one IODDT.

The difference with a conventional structure is that:

- the IODDT structure is predefined by the manufacturer
- The elements comprising the IODDT structure do not have a contiguous memory allocation, but rather a specific address in the module

### Examples

IODDT structure for an input\output channel of an analog module

```

ANA_IN_GEN      ;ANA_IN_GEN type structure
  Value:INT   ;Input value
  Err:  BOOL   ;Channel error
  
```

Access to the data of an instance of the ANA\_IN\_GEN type:

Cistern\_Level: ANA\_IN\_GEN  
; ANA\_IN\_GEN type instance which corresponds for example  
to a tank level sensor

Cistern\_Level.Value ;Reading of the channel input value  
Cistern\_Level.Err ;Reading of channel error bit

Access by direct addressing:

For channel 0 of module 2 of rack 0 we obtain:

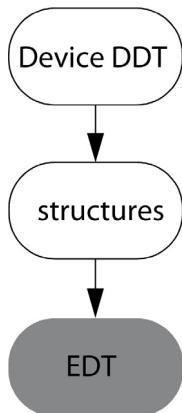
Cistern\_Level corresponds to %CH0.2.0  
Cistern\_Level.Value corresponds to %IW0.2.0.0  
Cistern\_Level\_Err corresponds to %IO.2.0.ERR

## Overview of Device Derived Data Types (Device DDT)

### At a Glance

A Device DDT is a DDT predefined by the manufacturer and not modifiable by user. and contain the I/O language elements of an I/O Module.

Illustration:



Device DDT structures like DDT structures can contain:

- EDT
- DDT
- Array of EDT and DDT

The DDT types are structures whose size (the number of elements of which they are composed) depends on the channel or the input\output module that they represent.

In the current implementation, an I/O Module supports only one Device DDT type.

The difference with a conventional structure is that:

- the DDT structure is predefined by the manufacturer
  - the DDT structure supports EBOOL
  - the DDT structure supports type with extracted bits

## 8.7

# Function Block Data Types (DFB\EFB)

---

### Subject of this Section

This section describes function block data types. These are:

- user function blocks (DFB)
- elementary function blocks (EFB)

### What Is in This Section?

This section contains the following topics:

Topic	Page
Overview of Function Block Data Type Families	295
Characteristics of Function Block Data Types (EFB\DFB)	297
Characteristics of Elements Belonging to Function Blocks	299

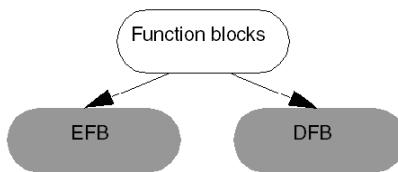
## Overview of Function Block Data Type Families

### Introduction

Function block data type families are:

- the Elementary Function Block (EFB) (*see page 245*) type family
- the User function block (DFB) (*see page 245*) type family

Illustration:

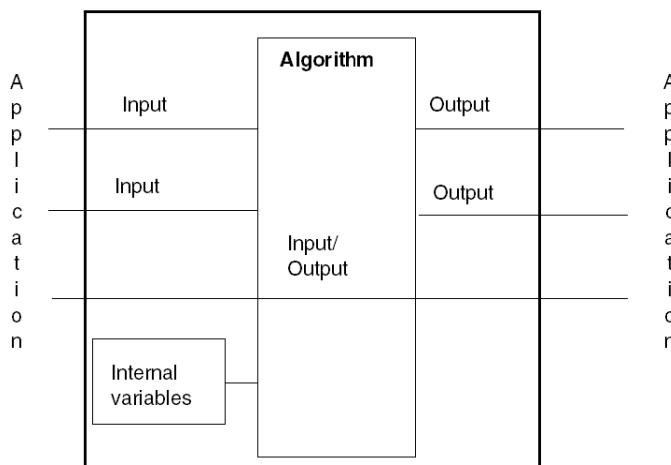


Function blocks are entities containing:

- input and output variables acting as an interface with the application
- a processing algorithm that operates input variables and completes the output variables
- private and public internal variables operated by the processing algorithm

### Illustration

Function block:



### User Function Block (DFB)

The user function block types (Derived Function Blocks) are developed by the user using one or more languages (according to the number of sections). These languages are:

- Ladder language
- Structured Text language
- Instruction List language
- Functional block language FBD

A DFB type can have one or more instances where each instance is referenced by a name (symbol) and possesses DFB data types.

### Elementary Function Block (EFB)

Elementary Function Blocks (EFBs) are provided by the manufacturer and are programmed in C language.

The user can create his own EFB for which he will need an optional software tool "**SDKC**".

An EFB type can have one or more instances where each instance is referenced by a name (symbol) and possesses EFB type data.

## Characteristics of Function Block Data Types (EFB\DFB)

### Type Definition

The type of an EFB or DFB function block is defined by:

- the type name (*see page 250*), defined by the user for the DFBs,
- an optional comment. The authorized characters correspond to the ASCII codes 32 to 255,
- the application interface data:
  - the inputs, not accessible in read\write mode from the application, but read by the function block code,
  - the inputs\outputs, not accessible in read\write mode from the application, but read and written by the function block code,
  - the outputs, accessible in read only from the application and read and written by the function block code.
- the internal data:
  - public internal data, accessible in read\write mode from the application, and read and written by the function block code,
  - private internal data, not accessible from the application, but read and written by the function block code.
- the code:
  - for DFBs, this is written by the user in PLC language (Structured Text, Instruction List, Ladder language, function block language), and is structured in a single section if the IEC option is active, or may be structured in several sections if this option is inactive
  - for EFBs, this is written in C language.
- information such as:
  - type version number,
  - date of the last modification of the code, or of the internal variables, or of the interface variables.
  - an optional descriptive file (32767 characters), describing the block function and its different modifications.

## Characteristics

This table gives the characteristics of the elements that make up a type:

Element	EFB	DFB
Name	32 characters	32 characters
Comment	1024 characters	1024 characters
Input Data	32 maximum	32 maximum
Input/Output data	32 maximum	32 maximum
Output data	32 maximum	32 maximum
Number of interfaces (Inputs+Outputs+Inputs/Outputs)	32 maximum (2)	32 maximum (2)
Public data	No limits (1)	No limits (1)
Private data	No limits (1)	No limits (1)
Programming language	C language	Language: <ul style="list-style-type: none"> <li>● Structured Text,</li> <li>● Instruction List,</li> <li>● Ladder language,</li> <li>● function block.</li> </ul>
Section		A section is defined by: <ul style="list-style-type: none"> <li>● a name (maximum 32 characters),</li> <li>● a validation condition,</li> <li>● a comment (maximum 256 characters),</li> <li>● a protection:               <ul style="list-style-type: none"> <li>● without,</li> <li>● read only,</li> <li>● read\write mode.</li> </ul> </li> </ul> A section cannot access declared variables in the application, except for: <ul style="list-style-type: none"> <li>● system double words %SDi,</li> <li>● system words %SWi,</li> <li>● system bits %Si.</li> </ul>

(1): the only limit is the size of the PLC's memory.

(2): the EN input and ENO output are not taken into account.

## Characteristics of Elements Belonging to Function Blocks

### What is an element?

Each element (interface data or internal data) is defined by:

- a name (*see page 250*) (maximum 32 characters), defined by the user,
- a type,  
which can belong to the following families:
  - Elementary Data Types (EDT),
  - Derived Data Type (DDT),
  - Device Derived Data Type (Device DDT)
  - Function Block data types (EFB\DFB).
- an optional comment (maximum 1024 characters). The authorized characters correspond to the ASCII codes 32 to 255,
- an initial value,
- an access right from the application program (sections of the application or section belonging to the DFBs see "Definition of the function block type (interface and internal variables)" (*see page 297*)),
- an access right from communication requests,
- a public variables backup flag.

### Authorized Data Types for an Element Belonging to a DFB

The authorized data types are:

Element of the DFB	EDT types	DDT types				ANY...	Function block types
		IODDT	Unnamed tables	ANY_ARRAY	other		
Input data	Yes	No	Yes	Yes	Yes	Yes (2)	No
Input/output data	Yes (1)	Yes	Yes	Yes	Yes	Yes (2)	No
Output data	Yes	No	Yes	No	Yes	Yes (2) (3)	No
Public data	Yes	No	Yes	No	Yes	No	No
Private data	Yes	No	Yes	No	Yes	No	Yes

(1): not authorized for the EBOOL type static data used on Quantum PLCs

(2): not authorized for BOOL and EBOOL type data

(3): must be completed during the execution of the DFB, and not usable outside the DFB

**Authorized Data Types for an Element Belonging to an EFB**

The authorized data types are:

Element of the EFB	EDT types	DDT types				ANY...	Function block types
		IODDT	Unnamed tables	ANY_ARRAY	other		
Input data	Yes	No	No	Yes	Yes	Yes (1)	No
Input/output data	Yes	Yes	No	Yes	Yes	Yes (1)	No
Output data	Yes	No	No	No	Yes	Yes (1) (2)	No
Public data	Yes	No	No	No	Yes	No	No
Private data	Yes	No	No	No	Yes	No	Yes

(1): not authorized for BOOL and EBOOL type data

(2): must be completed during the execution of the EFB, and not usable outside the EFB

**Initial Values for an Element Belonging to a DFB**

This table specifies whether the initial values can be entered from the DFB type definition or the DFB instance:

Element of the DFB	From the DFB type	From the DFB instance
Input data (no ANY... type)	Yes	Yes
Input data (of ANY... type)	No	No
Input/output data	No	No
Output data (no ANY... type)	Yes	Yes
Output data (of ANY... type)	No	No
Public data	Yes	Yes
Private data	Yes	No

## Initial Values for an Element Belonging to an EFB

This table specifies whether the initial values can be entered from the EFB type definition or the EFB instance:

Element of the EFB	From the EFB type	From the DFB instance
Input data (no ANY... type See generic data types (see page 302))	Yes	Yes
Input data (of ANY... type)	No	No
Input/output data	No	No
Output data (no ANY... type)	Yes	Yes
Output data (of ANY... type)	No	No
Public data	Yes	Yes
Private data	Yes	No

 **WARNING**
**UNEXPECTED APPLICATION BEHAVIOR - INVALID ARRAY INDEX**

When using EFBs and DFBs on variables of array type, only use arrays with starting index=0.

**Failure to follow these instructions can result in death, serious injury, or equipment damage.**

## 8.8 Generic Data Types (GDT)

---

### Overview of Generic Data Types

#### At a Glance

Generic Data Types are conventional groups of data types (EDT, DDT) specifically intended to determine compatibility among these conventional groups of data types.

These groups are identified by the prefix 'ANY\_ARRAY', but these prefixes can under no circumstances be used to instance the data.

Their field of use concerns function block (EFB\DFB) and elementary function (EF) data type families, in order to define which data types are compatible with their interfaces for the following :

- inputs
- input/outputs
- outputs

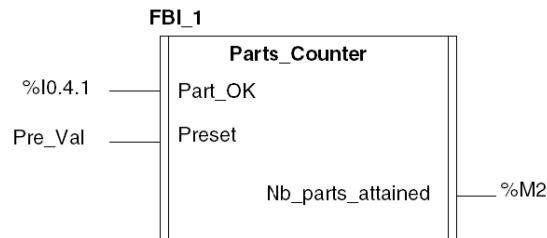
#### Available Generic Data Types

The generic data types available in Unity Pro are the following types:

- ANY\_ARRAY\_WORD
- ANY\_ARRAY\_UINT
- ANY\_ARRAY\_UDINT
- ANY\_ARRAY\_TOD
- ANY\_ARRAY\_TIME
- ANY\_ARRAY\_STRING
- ANY\_ARRAY\_REAL
- ANY\_ARRAY\_INT
- ANY\_ARRAY\_EBOOL
- ANY\_ARRAY\_DWORD
- ANY\_ARRAY\_DT
- ANY\_ARRAY\_DINT
- ANY\_ARRAY\_DATE
- ANY\_ARRAY\_BYTE
- ANY\_ARRAY\_BOOL

**Example**

This gives us the following DFB:



The **Preset** input parameter may be defined of GDT-type.

**NOTE:** The authorized objects for the various parameters are defined in this table (see page 591).

## 8.9

# Data Types Belonging to Sequential Function Charts (SFC)

## Overview of the Data Types of the Sequential Function Chart Family

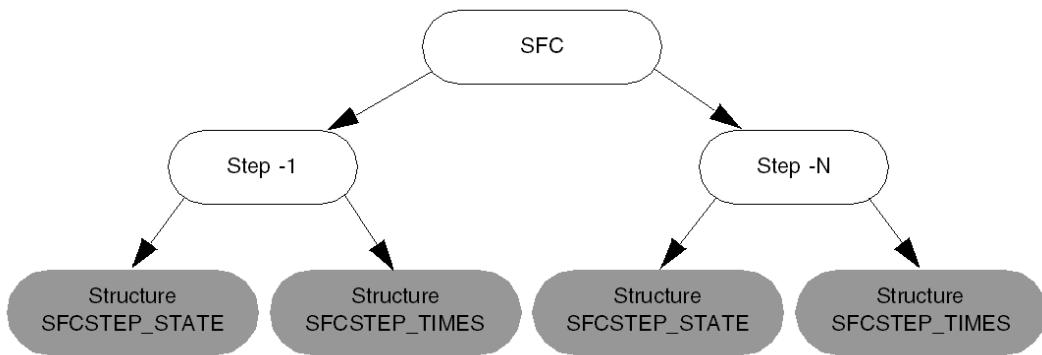
### Introduction

The Sequential Function Chart (SFC) data type family includes **derived** data types, such as the structures that restore the properties and status of the chart and its component actions.

Each step is represented by two structures. These are:

- the **SFCSTEP\_STATE** structure
- the **SFCSTEP\_TIMES** structure

Illustration:



**NOTE:** The two structure types **SFCSTEP\_STATE** and **SFCSTEP\_TIMES** are also linked to each Macro step of the sequential function chart.

## Definition of the SFCSTEP\_STATE Structure Type

This structure includes all types of data linked to the status of the step or of the Macro step.

These data types are:

- **x**: BOOL elementary data type (EDT) containing the value TRUE when the step is active,
- **t**: TIME elementary data type (EDT) containing the activity time of the step. When deactivated, the step value is maintained until the next activation,
- **tminErr**: BOOL elementary data type (EDT) containing the value TRUE if the activity time of the step is less than the minimum programmed activity time,
- **tmaxErr**: BOOL elementary data type (EDT) containing the value TRUE if the activity time of the step is greater than the maximum programmed activity time,

**These data types are accessible from the application in read only mode.**

## Definition of the SFCSTEP\_TIMES Structure Type

This structure includes all types of data linked to the definition of the runtime parameters of the step or of the Macro step.

These data types are:

- **delay**: TIME elementary data type (EDT), defining the polling delay time of the transition situated downstream from the active step,
- **tmin**: TIME elementary data type (EDT) containing the minimum value during which the step must at least be executed. If this value is not respected the data tmin.Err switches to the value TRUE,
- **tmax**: TIME elementary data type (EDT) containing the maximum value during which the step must at least be executed. If this value is not respected the data tmax.Err switches to the value TRUE.

**These data types are only accessible from the SFC editor.**

## Data Access Syntax of the Structure SFCSTEP\_STATE

The instance names of this structure correspond to the names of the steps or macro steps of the sequential function chart

Syntax	Comment
Name_Step.x	Used to find out the status of the step (active\inactive)
Name_Step.t	Used to find out the current or total activation time for the step
Name_Step.tminErr	Used to find out if the minimum activation time of the step is less than the time programmed in Name_Step.tmin
Name_Step.tmaxErr	Used to find out if the maximum activation time of the step is greater than the time programmed in Name_Step.tmax

## 8.10 Compatibility Between Data Types

---

### Compatibility Between Data Types

#### Introduction

The following is a presentation of the different rules of compatibility between types **within** each of the following families:

- the Elementary Data Type (EDT) family
- the Derived Data Type (DDT) family
- the Generic Data Type (GDT) family

#### The Elementary Data Type (EDT) Family

The Elementary Data Type (EDT) family contains the following sub-families:

- the binary format data type sub-family
- the BCD format data type sub-family
- the Real format data type sub-family
- the character string format data type sub-family
- the bit string format data type sub-family

There is no compatibility whatsoever between two data types, even if they belong to the same sub-family.

#### Derived Data Type (DDT) Family

The Derived Data Type (DDT) family contains the following sub-families:

- the table type sub-family
- the structure type sub-family:
  - structures concerning input/output data (IODDT)
  - structures concerning input/output device (Device DDT)
  - structures concerning other data

#### Rules concerning the structures:

Two structures are compatible if their elements are:

- of the same name
- of the same type
- organized in the same order

There are four types of structure:

```

ELEMENT_1
    My_Element: INT
    Other_Element: BOOL
;ELEMENT_1 type structure

ELEMENT_2
    My_Element: INT
    Other_Element: BOOL
;ELEMENT_2 type structure

ELEMENT_3
    Element: INT
    Other_Element: BOOL
;ELEMENT_3 type structure

ELEMENT_4
    Other_Element: BOOL
    My_Element: INT
;ELEMENT_4 type structure

```

Compatibility between the structure types

Types	ELEMENT_1	ELEMENT_2	ELEMENT_3	ELEMENT_4
ELEMENT_1		YES	NO	NO
ELEMENT_2	YES		NO	NO
ELEMENT_3	NO	NO		NO
ELEMENT_4	NO	NO	NO	

### Rules concerning the tables

Two tables are compatible if:

- their dimensions and the order of their dimensions are identical
- each corresponding dimension is of the same type

There are five types of table:

```
TAB_1: ARRAY[10..20]OF INT  
;Table one dimension of TAB_1 type  
  
TAB_2: ARRAY[20..30]OF INT  
;Table one dimension of TAB_2 type  
  
TAB_3: ARRAY[20..30]OF INT  
;Table one dimension of TAB_3 type  
  
TAB_4: ARRAY[20..30]OF TAB_1  
;Table one dimension of TAB_4 type  
  
TAB_5: ARRAY[20..30,10..20]OF INT  
;Table two dimensions of type TAB_5
```

Compatibility between the table types:

Type...	and type...	are...
TAB_1	TAB_2	incompatible
TAB_2	TAB_3	compatible
TAB_4	TAB_5	compatible
TAB_4[25]	TAB_5[28]	compatible

### The Generic Data Type (GDT) Family

The Generic Data Type (GDT) family is made up of groups organized hierarchically which contain data types belonging to the following families:

- Elementary Data Types (EDT)
- Derived Data Types (DDT)

#### Rules:

A conventional data type is compatible with the generic data types related to it hierarchically.

A generic data type is compatible with the generic data types related to it hierarchically.

**Example:**

The INT type is compatible with the ANY\_INT or ANY\_NUM or ANY\_MAGNITUDE types.

The INT type is not compatible with the ANY\_BIT or ANY\_REAL types.

The ANY\_INT generic type is compatible with the ANY\_NUM type.

The ANY\_INT generic type is not compatible with the ANY\_REAL type.



---

# Data Instances

9

---

## What's in this Chapter?

This chapter describes data instances and their characteristics.

These instances can be:

- unlocated data instances
- located data instances
- direct addressing data instances

## What Is in This Chapter?

This chapter contains the following topics:

Topic	Page
Data Type Instances	312
Data Instance Attributes	316
Direct Addressing Data Instances	319

## Data Type Instances

### Introduction

What is a data type instance? (see page 247)

A data type instance is referenced either by:

- a **name (symbol)**, in which case we say the data is **unlocated** because its memory allocation is not defined but is carried out automatically by the system,
- a **name (symbol)** and a **topological address** defined by the manufacturer, in which case we say the data is **located** since its memory allocation is known,
- a **topological address** defined by the manufacturer, in which case we say the data is **direct addressing**, and its memory allocation is known.

### Unlocated Data Instances

Unlocated data instances are managed by the PLC operating system, and their physical location in the memory is unknown to the user.

Unlocated data instances are defined using data types belonging to one of the following families:

- Elementary Data Types (EDT)
- Derived Data Types (DDT)
- Device Derived Data Type (Device DDT)
- Function Block data types (EFB\DFB)
- Sequential Function Chart data types (SFC)

Examples:

```
Var_1: BOOL  
;Instance of EDT family of Boolean type with 1 byte memory allocation  
  
Var_2: UDINT  
;Instance of EDT family of double unsigned integer type with 4 byte  
memory allocation  
  
Var_3: ARRAY[1..10]OF INT  
;Instance of DDT family of table type with 20 byte memory allocation  
  
COORD  
    X: INT  
    Y: INT  
Var_4: COORD  
;Instance of DDT family of COORD type structure with 4 byte memory  
allocation
```

**NOTE:** Sequential Function Chart (SFC) data type instances are created when they are inserted in the application program, with a default name that the user can modify.

## Located Data Instances

Localizing a variable (defined by a symbol) consists in creating an address in the variable editor.

Located data instances have a predefined memory location in the PLC, and this location is known by the user:

- Topological address for input/output modules
- Global address (M340, Premium) or State RAM (M340, Quantum)

Located data instances are defined using data types belonging to one of the following families:

- Elementary Data Types (EDT)
- Derived Data Types (DDT)
- Input/Output Derived Data Types (IODDT)

The list below shows the datas instances that should be located on a %MW, %KW addresses type:

- INT,
- UINT,
- WORD,
- BYTE,
- DATE,
- DT,
- STRING,
- TIME,
- TOD,
- DDT structure type,
- Table.

EBOOL or EBOOL tables, datas instances have to be located on a %M , %Q or %I addresses type.

IODDT datas instances type have to be located by %CH module channel type.

**NOTE:** Double-type instances of located data (DINT, DUNIT, DWORD) or floating (REAL) should be located by %MW, %KW addresses type. Only I/O objects instances type localization is possible with %MD<i>, %KD<i>, %QD, %ID, %MF<i>, %KF<i>, %QF, %IF type by using their topological address (for example %MD0.6.0.11, %MF0.6.0.31).

**NOTE:** For Modicon M340, the index (i) value must be even (*see page 288*) for double-type instances of located data (%MW and %KW).

**Examples:**

```
Var_1 : EBOOL AT %M100
;Instance of EDT family of Boolean type (with 1 byte memory
allocation) predefined in %M100

Var_2: BOOL AT %I2.1.0.ERR
;Instance of EDT family of Boolean type (with 1 byte memory
allocation) predefined in %I2.1.0.ERR

Var_3: INT AT %MW10
;Instance of EDT family of integer type (with 2 byte memory
allocation) predefined in %MW10

Var_4: : DINT AT %MW1
;Prohibited for Modicon M340. Double type located data instances must
have a topological address even (%MW2, %MW10.....).

Var_5: WORD AT %MW10
;Instance of EDT family of WORD type (with 2 byte memory allocation)
predefined in %MW10

Var_6: ARRAY[1..10]OF INT AT %MW50
;Instance of EDT family of table type (with 20 byte memory
allocation) predefined from %MW50

COORD
  X: INT
  Y: INT

Var_7: COORD AT %MW20
;Instance of DDT family of COORD structure type (with 4 byte memory
allocation) predefined from %MW20

Var_8: DINT AT %MDO.6.0.11
;Instance of EDT family of DINT type (with 4 byte memory allocation)
predefined from the topologic address of the I/O object of the
application-specific module.

Var_9: REAL AT %MFO.6.0.31
;Instance of EDT family of REAL type (with 4 byte memory allocation)
predefined from the topologic address of the I/O object of the
application-specific module.
```

**NOTE:** Sequential Function Chart (SFC) data type instances are created the moment they are inserted in the application program, with a default name that the user can modify.

## Direct Addressing Data Instances

Direct addressing data instances have a predefined location in the PLC memory or in an application-specific module, and this location is known to the user.

Direct addressing data instances are defined using types belonging to the Elementary Data Type (EDT) family.

Examples of direct addressing data instances:

Internal	Constant	System	Input/Output	Network
%M<i>		%S<i>	%Q, %I	
%MW<i>	%KW<i>	%SW<i>	%QW, %IW	%NW
%MD<i> (1)	%KD<i> (1)		%QD, %ID	
%MF<i> (1)	%KF<i> (1)		%QF, %IF	
Legend:				
(1) Not available for Modicon M340				

**NOTE:** Located data instances can be used by a direct addressing in the program

Example:

- Var\_1: DINT AT %MW10  
;%MW10 and %MW11 are both used. %MD10 direct addressing can be used or Var\_1 in the program.

## Data Instance Attributes

### At a Glance

The attributes of a data instance are its defining information.

This information is:

- its name (*see page 250*) (except for the direct addressing data instances (*see page 319*))
- its topological address (except for unlocated data type instances)
- its data type, which can belong to one of the following families:
  - Elementary Data Type (EDT)
  - Derived Data Type (DDT)
  - Device derived Data type (Device DDT)
  - Function Block data type (EFB\DFB)
  - Sequential Function Chart data type (SFC)
- an optional descriptive comment (1024 characters maximum). Authorized characters correspond to the ASCII codes 32 to 255

### Name of a Data Instance

This is a symbol (32 characters maximum) automatically instantiated with a default name. This name can be modified by the user.

Certain names cannot be used, for example:

- key words used in text languages
- names of program sections
- names of data types that are predefined or chosen by the user (structures, tables)
- names of DFB/EFB data types that are predefined or chosen by the user
- names of Elementary Functions (EF) that are predefined or chosen by the user

### Names of Instances Belonging to the SFC Family

The names of instances are declared implicitly while the user drafts his sequential function chart. They are default names supplied by the manufacturer which the user can modify.

Manufacturer-supplied default names:

SFC object	Name
Step	S_<section name>_<step No.>
Step of Macro step	S_<section name>_<macro step No.>_<step No.>
Macro step	MS_<section name>_<step No.>
Nested macro step	MS_<section name>_<macro step No.>_<step No.>
Input step of Macro step	S_IN<section name>_<macro step No.>

SFC object	Name
Output step of Macro step	S_OUT<section name>_<macro step No.>
Transition	T_<section name>_<transition No.>
Transition of Macro step	T_<section name>_<macro step No.>_<transition No.>

### Names of Instances Belonging to the Function Block Family

Instance names are implicitly declared while the user inserts the instances into the sections of the application program. They are default names supplied by the manufacturer which **the user may modify**.

Syntax of manufacturer-supplied default names:

```
FB_<name of function block type>_<instance No.>
```

**NOTE:** Instance names do not include the name of the section in which the instance is used, since it can be used in different sections of the application.

### Access to an Element of a DDT Family Instance

The access syntax is as follows:

```
For structure type data  
<Instance name>.<Element name>
```

```
For table type data  
<Instance name>[Element index]
```

#### Rule:

The maximum size of the access syntax is 1024 characters, and the possible limits of a derived data type are as follows:

- 10 nesting levels (tables/structures)
- 6 dimensions per table
- 4 digits (figures) to define the index of a table element

## Access to an Element of a Device DDT Family Instance

The access syntax is as follows:

```
For structure type data  
<Instance name>.<Element name>
```

```
For table type data  
<Instance name>[Element index]
```

### Rule:

The maximum size of the access syntax is 1024 characters, and the possible limits of a derived data type are as follows:

- 10 nesting levels (tables/structures)
- 6 dimensions per table
- 4 digits (figures) to define the index of a table element

## Direct Addressing Data Instances

### At a Glance

What is a direct addressing data instance? (see page 315)

### Access Syntax

The syntax of a direct addressing data instance is defined by the % symbol followed by a **memory location prefix** and in certain cases some additional information.

The memory location prefix can be:

- **M**, for internal variables
- **K**, for constants (Premium and Modicon M340)
- **S**, for system variables
- **N**, for network variables
- **I**, for input variables
- **Q**, for output variables

### %M Internal Variables

Access syntax:

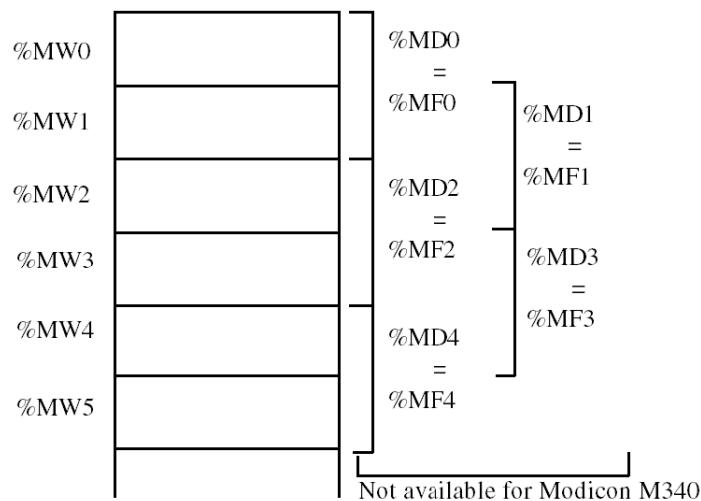
	Syntax	Format	Example	Program access rights
Bit	%M<i> or %MX<i>	3 bits (EBOOL)	%M1	R/W
Word	%MW<i>	16 bits (INT)	%MW10	R/W
Word extracted bit	%MW<i>.<j>	1 bit (BOOL)	%MW15.5	R/W
Double word	%MD<i> (1)	32 bits (DINT)	%MD8	R/W
Real (floating point)	%MF<i> (1)	32 bits (REAL)	%MF15	R/W
<hr/>				
Legend				
(1): Not available for Modicon M340.				

<i> represents the instance number (starts at 0 for Premium and 1 for Quantum).

For Modicon M340 double-type instance (double word) or floating instance (real) must be located in an integer type %MW. The index <i> of the %MW has to be even.

**NOTE:** The %M<i> or %MX<i> data detect edges and manage forcing.

Memory organization:



**NOTE:** The modification of %MW*<i>* involves the corresponding modifications of %MD*<i>* and %MF*<i>*.

## %K Constants

Access syntax:

	Syntax	Format	Program access rights
Word constant	%KW <i>&lt;i&gt;</i>	16 bits (INT)	R
Double word constant	%KD <i>&lt;i&gt;</i> (1)	32 bits (DINT)	R
Real (floating point) constant	%KF <i>&lt;i&gt;</i> (1)	32 bits (REAL)	R
<hr/>			
Legend			
(1): Not available for Modicon M340.			

*<i>* represents the instance number.

**NOTE:** The memory organization is identical to that of internal variables. It should be noted that these variables are not available on Quantum PLCs.

## %I Constants

Access syntax:

	Syntax	Format	Program access rights
Bit constant	%I<i>	3 bits (EBOOL)	R
Word constant	%IW<i>	16 bits (INT)	R

<i> represents the instance number.

**NOTE:** These data are only available on Quantum and Momentum PLCs.

## %S System Variables

Access syntax:

	Syntax	Format	Program access rights
Bit	%S<i> or %SX<i>	1 bit (BOOL)	R/W or R
Word	%SW<i>	32 bits (INT)	R/W or R

<i> represents the instance number.

**NOTE:** The memory organization is identical to that of internal variables. The %S<i> and %SX<i> data are not used for detection of edges and do not manage forcing.

## %N Network Variables

These variables contain information, which has to be exchanged between several application programs across the communication network.

Access syntax:

	Syntax	Format	Program access rights
Common word	%NW<n>.<s>.<d>	16 bits (INT)	R/W or R
Word extracted bit	%NW<n>.<s>.<d>.<j>	1 bit (BOOL)	R/W or R

<n> represents the network number.

<s> represents the station number.

<d> represents the data number.

<j> represents the position of the bit in the word.

**Case with Input/Output Variables**

These variables are contained in the application-specific modules.

Access syntax:

	Syntax	Example	Program access rights
Input/Output structure (IODDT)	%CH<@mod>.<c>	%CH4.3.2	R
<b>%I inputs</b>			
BOOL type module error bit	%I<@mod>.MOD.ERR	%I4.2.MOD.ERR	R
BOOL type channel error bit	%I<@mod>.<c>.ERR	%I4.2.3.ERR	R
BOOL or EBOOL type bit	%I<@mod>.<c>	%I4.2.3	R
	%I<@mod>.<c>.<d>	%I4.2.3.1	R
INT type word	%IW<@mod>.<c>	%IW4.2.3	R
	%IW<@mod>.<c>.<d>	%IW4.2.3.1	R
DINT type double word	%ID<@mod>.<c>	%ID4.2.3	R
	%ID<@mod>.<c>.<d>	%ID4.2.3.2	R
Read type REAL (floating point)	%IF<@mod>.<c>	%IF4.2.3	R
	%IF<@mod>.<c>.<d>	%IF4.2.3.2	R
<b>%Q outputs</b>			
EBOOL type bit	%Q<@mod>.<c>	%Q4.20.3	R/W
	%Q<@mod>.<c>.<d>	%Q4.20.30.1	R/W
INT type word	%QW<@mod>.<c>	%QW4.2.3	R/W
	%QW<@mod>.<c>.<d>	%QW4.2.3.1	R/W
DINT type double word	%QD<@mod>.<c>	%QD4.2.3	R/W
	%QD<@mod>.<c>.<d>	%QD4.2.3.2	R/W
Read type REAL (floating point)	%QF<@mod>.<c>	%QF4.2.3	R/W
	%QF<@mod>.<c>.<d>	%QF4.2.3.2	R/W
<b>%M variables (Premium)</b>			
INT type word	%MW<@mod>.<c>	%MW4.2.3	R/W
	%MW<@mod>.<c>.<d>	%MW4.2.3.1	R/W
DINT type double word	%MD<@mod>.<c>	%MD4.2.3	R/W
	%MD<@mod>.<c>.<d>	%MD4.2.3.2	R/W
Read type REAL (floating point)	%MF<@mod>.<c>	%MF4.2.3	R/W
	%MF<@mod>.<c>.<d>	%MF4.2.3.2	R/W

	Syntax	Example	Program access rights
<b>%K Constants (Modicon M340 and Premium)</b>			
INT type word	%KW<@mod>.<c>	%KW4.2.3	R
	%KW<@mod>.<c>.<d>	%KW4.2.3.1	R
DINT type double word	%KD<@mod>.<c>	%KD4.2.3	R
	%KD<@mod>.<c>.<d>	%KD4.2.3.12	R
Read type REAL (floating point)	%KF<@mod>.<c>	%KF4.2.3	R
	%KF<@mod>.<c>.<d>	%KF4.2.3.12	R

<@mod = \<b>.<e>\<r>.<m>

<b> bus number (omitted if station is local).

<e> device connection point number (omitted if station is local, the connection point is also called Drop for Quantum users).

<r> rack number.

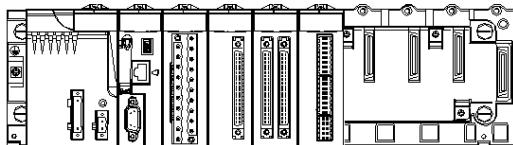
<m> module slot

<c> channel number (0 to 999) or MOD reserved word.

<d> data number (0 to 999) or ERR reserved word (optional if 0 value). For Modicon M340 <d> is always even.

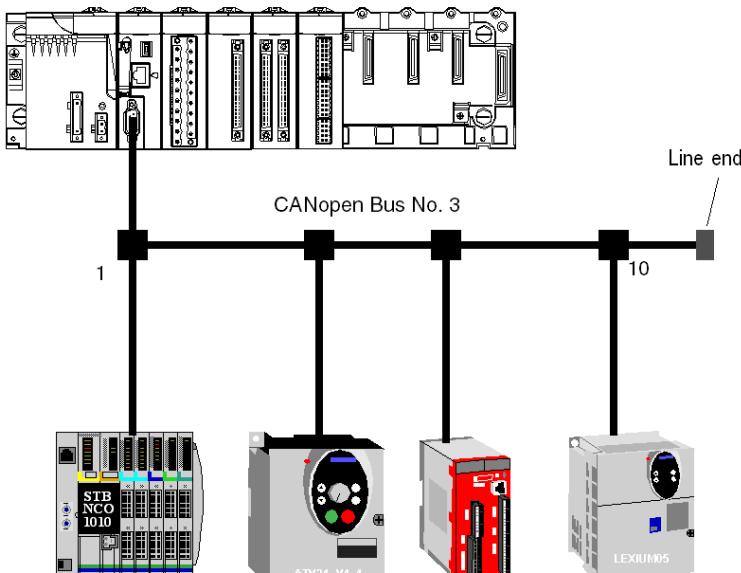
Examples: local station and station on bus for Modicon M340 PLCs.

Configuration Modicon M340



%|0.1.5  
(rack 0, module 1, channel 5)

Configuration Modicon M340



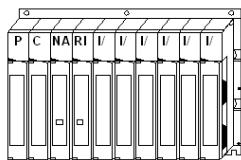
STB interface module  
%IW\3.1\0.0.0.17  
(bus 3 adresse device 1  
channel 0 data 17)

ATV 31 XPS MC 16

LEXIUM 05  
%IW\3.10\0.0.0.1  
(bus 3 adresse device 10  
channel 0 data 1)

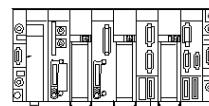
Examples: local station and station on bus for Quantum and Premium PLCs.

Quantum example

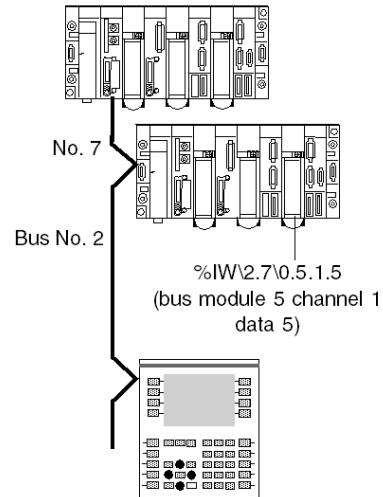
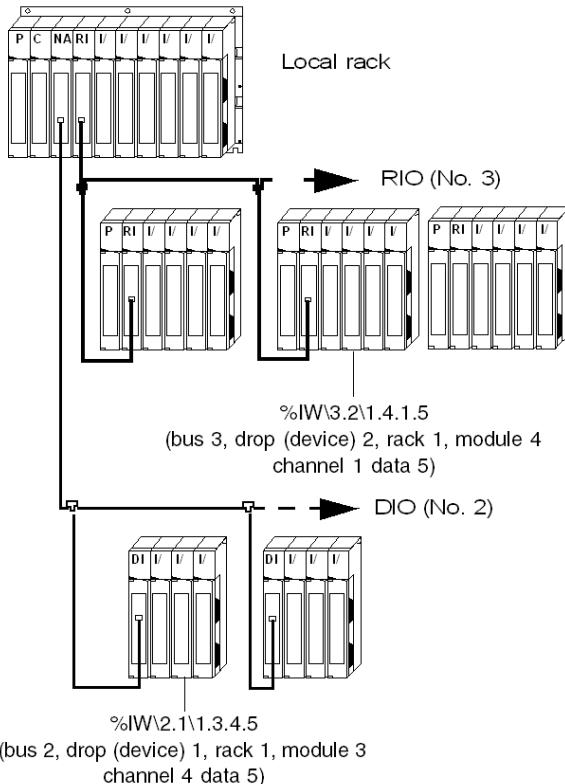


`%IW1.4.1.5`  
(rack 1, module 4, channel 1, data 5)

Premium example



`%IW0.4.1.5`  
(rack 0, module 4, channel 1, data 5)



Available for Unity versions  
higher than V1.0



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# Data References

10

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## What's in this Chapter?

This chapter provides the references of data instances.

These references can be:

- value-based references,
- name-based references,
- address-based references.

## What Is in This Chapter?

This chapter contains the following topics:

Topic	Page
References to Data Instances by Value	328
References to Data Instances by Name	330
References to Data Instances by Address	333
Data Naming Rules	337

## References to Data Instances by Value

### Introduction

What is a data instance reference? (see page 249)

### At a Glance

A reference to a data instance by a value is an instance which does not have a name (symbol) or topological address.

This corresponds to an **immediate value** which can be assigned to a data type instance belonging to the EDT family.

Standard IEC 1131 authorizes immediate values on instances of the following data types:

- Booleans
  - BOOL
  - EBOOL
- integers
  - INT
  - UINT
  - DINT
  - UDINT
  - TIME
- reals
  - REAL
- dates and times
  - DATE
  - DATE AND TIME
  - TIME OF DAY
- character strings
  - STRING

The programming software goes beyond the scope of the standard by adding the **bit string types**.

- BYTE
- WORD
- DWORD

**Examples of Immediate Values:**

This table associates immediate values with types of instance

Immediate value	Type of instance
'I am a character string'	STRING
T#1s	TIME
D#2000-01-01	DATE
TOD#12:25:23	TIME_OF_DAY
DT#2000-01-01-12:25:23	DATE_AND_TIME
16#FFF0	WORD
UINT#16#9AF (typed value)	UINT
DWORD#16#FFFF (typed value)	DWORD

## References to Data Instances by Name

### Introduction

What is a data instance reference? (see page 249)

### References to Instances of the EDT Family

The user chooses a name (symbol) which can be used to access the data instance:

```
Valve_State: BOOL  
Upper_Threshold: EBOOL AT %M10  
Hopper_Content: UINT  
Oven_Temperature: INT AT %MW100  
Encoder_Value: WORD
```

### References to Instances of the DDT Family

#### Tables:

The user chooses a name (symbol) which can be used to access the data instance:

Giving 2 types of table:

```
Color_Range ARRAY[1..15]OF STRING  
Vehicles ARRAY[1..100]OF Color_range  
;  
  
Car: Vehicles  
Instance name of the Vehicles-type table  
  
Car[11, 5]  
Access to car 11 of the color corresponding to element 5 of  
the Color_range table
```

**Structures:**

The user chooses a name (symbol) which can be used to access the data instance:

Giving the 2 structures:

```
ADDRESS
  Street: STRING[20]
  Post_Code: UDINT
  Town: STRING: [20]
```

```
IDENT
  Surname: STRING[15]
  First name: STRING[15]
  Age: UINT
  Date_of_Birth: DATE
  Location: ADDRESS
```

```
Person_1 :IDENT
;Instance name of structure of IDENT type
```

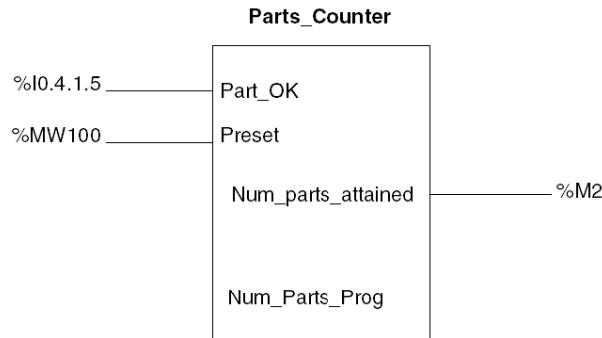
```
Person_1.Age
Access to the age of Person_1
```

```
Person_1.Location.Town
;Access to the location where Person_1 resides
```

## References to Instances of the DFB\EFB Families

The user chooses a name (symbol) which can be used to access the data instance.

Giving the DFB type:



**Screw\_Counter:** Parts\_Counter  
Instance name of block of Parts\_Counter type

**Screw\_Counter.Num\_Parts\_Prog**  
Access to public variable Num\_Parts\_Prog

**Screw\_Counter.Num\_parts\_attained**  
Access to the output interface Num\_parts\_attained

## References to Data Instances by Address

### Introduction

What is a data instance reference? (see page 249)

### At a Glance

It is only possible to reference a data instance by address for certain data instances that belong to the **EDT family**. These instances are:

- internal variables (%M<i>, %MW<i>, %MD<i>, %MF<i>)
- constants (%KW<i>, %KD<i>, %KF<i>)
- inputs/outputs (%I<address>, %Q<address>)

**NOTE:** Instances %MD<i>, %MF<i>, %KD<i>, and %KF<i> are not available for Modicon M340.

### Reference by Direct Addressing

Addressing is considered direct when the address of the instance is fixed, or, in other words, when it is written into the program.

Examples:

**%M1**

Access to first bit of the memory

**%MW12**

Access to twelfth word of the memory

**%MD4**

Access to fourth double word of the memory

**%KF100**

;Access to hundredth floating pointing word of the memory

**%Q0.4.0.5**

Access to fifth bit of the output module in position 4  
of rack 0

## References by Indexed Address

Addressing is considered indexed when the address of the instance is completed with an index.

The index is defined either by:

- a value belonging to an Integer type
- an arithmetical expression made up of Integer types

An indexed variable always has a non-indexed equivalent:

`%MW<i>[<index>] <=> %MW<j>`

The rules for calculating `<j>` are as follows.

Object<i>[index]	Object<j>
<code>%M&lt;i&gt;[index]</code>	$<j> = <i> + <index>$
<code>%MW&lt;i&gt;[index]</code>	$<j> = <i> + <index>$
<code>%KW&lt;i&gt;[index]</code>	$<j> = <i> + <index>$
<code>%MD&lt;i&gt;[index]</code>	$<j> = <i> + (<index> \times 2)$
<code>%KD&lt;i&gt;[index]</code>	$<j> = <i> + (<index> \times 2)$
<code>%MF&lt;i&gt;[index]</code>	$<j> = <i> + (<index> \times 2)$
<code>%KF&lt;i&gt;[index]</code>	$<j> = <i> + (<index> \times 2)$

Examples:

`%MD6[10] <=> %MD26`

`%MW10[My_Var+8] <=> %MW20 (with My_Var=2)`

During compilation of the program, a check verifies that:

- the index is not negative
- the index does not exceed the space in the memory allocated to each of these three data types

## Word Extract Bits

It is possible to extract one of the 16 bits of single words (%MW, %SW; %KW, %IW, %QW).

The address of the instance is completed with the rank of the extracted bit (<j>).

WORD<i> . <j>

Examples:

**%MW10.4**

Bit No. 4 of word %MW10

**%SW8.4**

Bit No. 4 of system word %SW8

**%KW100.14**

Bit No. 14 of constant KW100

**%QW0.5.1.0.10**

Bit No. 10 of word 0 of channel 1 of output module 5 of rack 0

## Byte Extract Bits

It is possible to extract one of the bits of a byte

The address of the extracted bit is accessible via:

- The name of the corresponding byte.
- The rank defining its position in the byte. (a number between 0 and 7)

Example:

MyByte is a variable of type BYTE. MyByte.i is a valid BOOL if  $0 \leq i \leq 7$

MyByte.0, MyByte.3 and MyByte.7 are valid BOOL.

MyByte.8 is invalid.

## Creating a Structure type with extracted bit

The user can create structure type using extracted bit (*see Unity Pro, Operating Modes*).

The **Bit Rank** dialog box is accessible by right clicking on the instance or data type which type must be:

- WORD
- UINT
- INT
- BYTE
- an extracted bit with a compatible parent

## Bit and Word Tables

These are a series of adjacent objects (bits or words) of the same type and of a defined length.

OBJECT<i> :L

Presentation of bit tables:

Type	Address	Write access
Discrete I/O input bits	%Ix.<i>:L	No
Discrete I/O output bits	%Qx.<i>:L	Yes
Internal bits	%M<i>:L	Yes

Presentation of word tables:

Type	Address	Write access
Internal words	%MW<i>:L %MD<i>:L %MF<i>:L	Yes
Constant words	%KW<i>:L %KD<i>:L %KF<i>:L	No
System words	%SW50:4	Yes

Examples:

- %M2:65 Defines an EBOOL table from %M2 to %M66
- %M125:30 Defines an INT table from %MW125 to %MW154

## Data Naming Rules

### Introduction

In an application the user chooses a name to:

- define a type of data
- instantiate a data item (symbol)
- identify a section

Some rules have been defined in order to avoid conflicts occurring. This means that it is necessary to differentiate between the different domains of application of data

### What is a Domain?

It is an area of the application from which a variable can or cannot be accessed, such as:

- the application domain which includes:
  - the various application tasks
  - the sections of which it is composed
- the domains for each data type such as:
  - structures/tables for the DDT family
  - EFB/DFBs for the function block family

### Rules

This table defines whether or not it is possible to use a **name** that already exists in the application for newly-created elements:

Application Content -> New elements (below)	Section	SR	DDT/IO DDT	FB type	FB Instances	EF	Variable
Section	No	No	Yes	Yes	Yes	Yes	Yes
SR	No	No	Yes	Yes	No	(1)	No
DDT/IODDT	No	No	No	No (4)	No	No (4)	No
FB type	Yes	Yes	No	No	(3)	No	(3)
FB Instances	No	No	No	Yes	No	Yes	No
EF	Yes	(2)	No	No	No	No	No
Variable	Yes	No	Yes	Yes	No	(1)	No

**(1):** An instance belonging to the application domain cannot have the same name as an EF.

**(2):** An instance belonging to the type domain (internal variable) can have the same name as an EF. The EF in question cannot be used in this type.

**(3):** The creation or import of EFB/DFBs with the same name as an existing instance are prohibited.

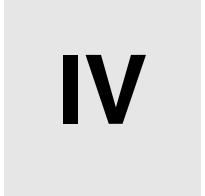
**(4):** An DDT/IODDT element might have the same name of an FB/EF, however it is not advised as the FB/EF should not be used in the application.

**NOTE:** A number of additional considerations to the rules given in the table are listed below, specifying that:

- Within a type, an instance (internal variable) cannot have the same name as the type name of the object to which it belongs,
- There is no conflict between the name of an instance belonging to a section of the application and the name of the instance belonging to a section of a DFB,
- There is no conflict between the name of a section belonging to a task and the name of the section belonging to a DFB.

---

# Programming Language



IV

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## Contents of this Part

This part describes the syntax of the programming languages that are available.

## What Is in This Part?

This part contains the following chapters:

Chapter	Chapter Name	Page
11	Function Block Language FBD	341
12	Ladder Diagram (LD)	369
13	SFC Sequence Language	413
14	Instruction List (IL)	475
15	Structured Text (ST)	527



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# Function Block Language FBD

11

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## Overview

This chapter describes the function block language FBD which conforms to IEC 61131.

### What Is in This Chapter?

This chapter contains the following topics:

Topic	Page
General Information about the FBD Function Block Language	342
Elementary Functions, Elementary Function Blocks, Derived Function Blocks and Procedures (FFBs)	344
Subroutine Calls	354
Control Elements	355
Link	356
Text Object	358
Execution Sequence of the FFBs	359
Change Execution Sequence	362
Loop Planning	367

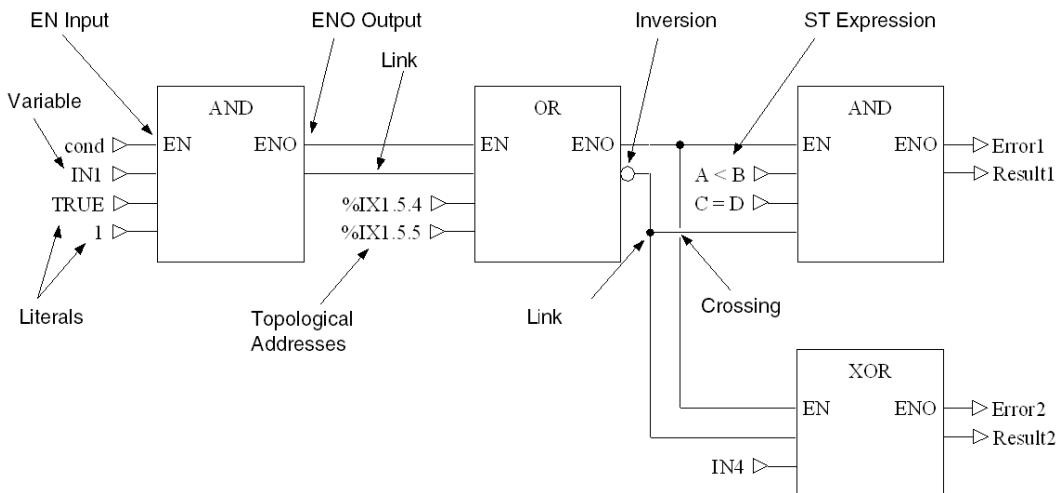
## General Information about the FBD Function Block Language

### Introduction

The FBD editor is used for graphical function block programming according to IEC 61131-3.

### Representation of an FBD Section

Representation:



### Objects

The objects of the FBD programming language (Function Block Diagram) help to divide a section into a number of:

- EFs and EFBs (Elementary Functions (*see page 344*) and Elementary Function Blocks (*see page 345*)),
- DFBs (Derived Function Blocks) (*see page 346*),
- Procedures (*see page 346*) and
- Control Elements (*see page 355*).

These objects, combined under the name FFBs, can be linked with each other by:

- Links (*see page 356*) or
- Actual Parameters (*see page 347*).

Comments regarding the section logic can be provided using text objects (see *Text Object, page 358*).

## Section Size

One FBD section consists of a window containing a single page.

This page has a grid background. A grid unit consists of 10 coordinates. A grid unit is the smallest possible space between 2 objects in an FBD section.

The FBD programming language is not cell oriented but the objects are still aligned with the grid coordinates.

An FBD section can be configured in number of cells (horizontal grid coordinates and vertical grid coordinates).

## IEC Conformity

For a description of the extent to which the FBD programming language conforms to IEC, see IEC Conformity (*see page 661*).

## Elementary Functions, Elementary Function Blocks, Derived Function Blocks and Procedures (FFBs)

### Introduction

FFB is the generic term for:

- Elementary Function (EF) (*see page 344*)
- Elementary Function Block (EFB) (*see page 345*)
- DFB (Derived Function Block) (*see page 346*)
- Procedure (*see page 346*)

### Elementary Function

Elementary functions (EF) have no internal states. If the input values are the same, the value on the output is the same every time the function is called. For example, the addition of two values always gives the same result.

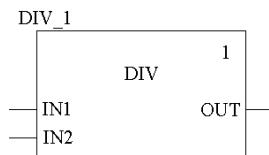
An elementary function is represented graphically as a frame with inputs and one output. The inputs are always represented on the left and the output is always on the right of the frame.

The name of the function, i.e. the function type, is displayed in the center of the frame.

The execution number (*see page 359*) for the function is shown to the right of the function type.

The function counter is shown above the frame. The function counter is the sequential number of the function within the current section. Function counters cannot be modified.

#### Elementary Function



With some elementary functions, the number of inputs can be increased.

## Elementary Function Block

Elementary function blocks (EFBs) have internal states. If the input values are the same, the value on the output can be different each time the function is called. e.g. for a counter the value on the output is incremented.

An elementary function block is represented graphically as a frame with inputs and outputs. The inputs are always represented on the left and the outputs always on the right of the frame.

Function blocks can have more than one output.

The name of the function block, i.e. the function block type, is displayed in the center of the frame.

The execution number (*see page 359*) for the function block is shown to the right of the function block type.

The instance name is displayed above the frame.

The instance name serves as a unique identification for the function block in a project.

The EFB instance name is created automatically and has the following structure:  
TYPE\_n, where:

- TYPE is the type of the function block.
- n is the sequential number of the function block type in the project.

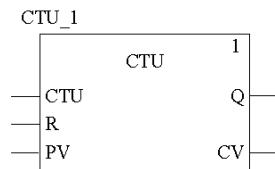
For example:

- First instance of a type EFB type TON is named TON\_1
- First instance of a type EFB type MOTOR is named MOTOR\_1
- Second instance of a type EFB type TON is named TON\_2

This automatically generated name can be modified for clarification. The instance name (max. 32 characters) must be unique throughout the project and is not case-sensitive. The instance name must conform to general naming conventions.

**NOTE:** To conform to IEC61131-3, only letters are permitted as the first character of the name. If you want to use a numeral as your first character however, this must be enabled explicitly.

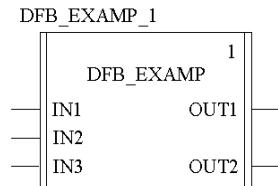
## Elementary Function Block



**DFB**

Derived function blocks (DFBs) have the same properties as elementary function blocks. The user can create them in the programming languages FBD, LD, IL, and/or ST.

The only difference to elementary function blocks is that the derived function block is represented as a frame with double vertical lines.

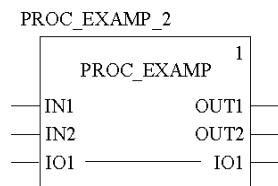
**Derived Function Block****Procedure**

Procedures are functions viewed technically.

The only difference to elementary functions is that procedures can occupy more than one output and they support data type `VAR_IN_OUT`.

Procedures are a supplement to IEC 61131-3 and must be enabled explicitly.

To the eye, procedures are no different than elementary functions.

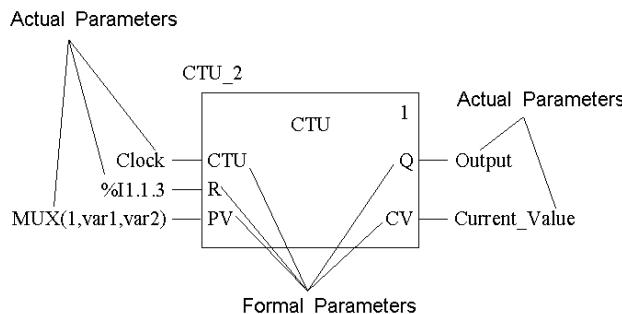
**Procedure**

## Parameters

Inputs and outputs are required to transfer values to or from an FFB. These are called formal parameters.

Objects are linked to formal parameters; these objects contain the current process states. They are called actual parameters.

Formal and actual parameters:



At program runtime, the values from the process are transferred to the FFB via the actual parameters and then output again after processing.

Only one object (actual parameter) of the following types may be linked to FFB inputs:

- Variable
- Address
- Literal
- ST Expression (*see page 529*)  
ST expressions on FFB inputs are a supplement to IEC 61131-3 and must be enabled explicitly.
- Link

The following combinations of objects (actual parameters) can be linked to FFB outputs:

- one variable
- a variable and one or more connections (but not for VAR\_IN\_OUT (*see page 353*) outputs)
- an address
- an address and one or more connections (but not for VAR\_IN\_OUT (*see page 353*) outputs)
- one or more connections (but not for VAR\_IN\_OUT (*see page 353*) outputs)

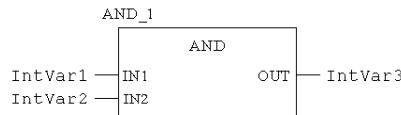
The data type of the object to be linked must be the same as that of the FFB input/output. If all actual parameters consist of literals, a suitable data type is selected for the function block.

Exception: For generic FFB inputs/outputs with data type ANY\_BIT, it is possible to link objects of data type INT or DINT (not UINT and UDINT).

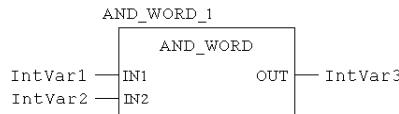
This is a supplement to IEC 61131-3 and must be enabled explicitly.

Example:

**Allowed:**



**Not allowed:**



(In this case, AND\_INT must be used.)

Not all formal parameters have to be assigned an actual parameter. However, this does not apply in the case of negated pins. These must always be assigned an actual parameter. This is also the case with some formal parameter types. These types are shown in the following table.

Table of formal parameter types:

Parameter type	EDT	STRING	ARRAY	ANY_ARRAY	IODDT	STRUCT	FB	ANY
EFB: Input	-	-	-	-	/	-	/	-
EFB: VAR_IN_OUT	+	-	-	-	+	-	/	-
EFB: Output	-	-	+	+	+	-	/	+
DFB: Input	-	-	-	-	/	-	/	-
DFB: VAR_IN_OUT	+	-	-	-	+	-	/	-
DFB: Output	-	-	+	/	/	-	/	+
EF: Input	-	-	-	-	+	-	+	-
EF: VAR_IN_OUT	+	-	-	-	+	-	/	-
EF: Output	-	-	-	-	-	-	/	-
Procedure: Input	-	-	-	-	+	-	+	-

Parameter type	EDT	STRING	ARRAY	ANY_ARRAY	IODDT	STRUCT	FB	ANY
Procedure: VAR_IN_OUT	+	+	+	+	+	+	/	+
Procedure: Output	-	-	-	-	-	-	/	+
+ Actual parameter required								
- Actual parameter not required								
/ not applicable								

FFBs that use actual parameters on the inputs that have not yet received any value assignment, work with the initial values of these actual parameters.

If no value is allocated to a formal parameter, then the initial value will be used for executing the function block. If no initial value has been defined then the default value ("0") is used.

If a formal parameter is not assigned a value and the function block/DFB instance is invoked more than once, then the subsequently executed invocations are run with the last effective actual value.

**NOTE:** Unassigned data structures will always be initialized with value "0", initial values can not be defined.

## Public Variables

In addition to inputs and outputs, some function blocks also provide public variables.

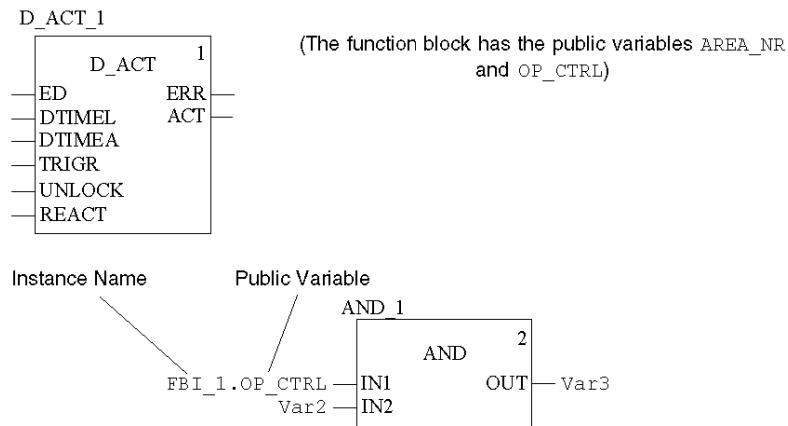
These variables transfer static values (values that are not influenced by the process) to the function block. They are used for setting parameters for the function block.

Public variables are a supplement to IEC 61131-3.

The assignment of values to public variables is made using their initial values.

Public variables are read via the instance name of the function block and the names of the public variables.

Example:



## Private Variables

In addition to inputs, outputs and public variables, some function blocks also provide private variables.

Like public variables, private variables are used to transfer statistical values (values that are not influenced by the process) to the function block.

Private variables can not be accessed by user program. These type of variables can only be accessed by the animation table.

**NOTE:** Nested DFBs are declared as private variables of the parent DFB. So their variables are also not accessible through programming, but through the animation table.

Private variables are a supplement to IEC 61131-3.

## Programming Notes

Attention should be paid to the following programming notes:

- FFBs are only executed if the input EN=1 or if the input EN is grayed out (see also EN and ENO (*see page 351*)).
- Boolean inputs and outputs can be inverted.
- Special conditions apply when using VAR\_IN\_OUT variables (*see page 353*).
- Function block/DFB instances can be called multiple times (see also Multiple Function Block Instance Call (*see page 351*)).

## Multiple Function Block Instance Call

Function block/DFB instances can be called more than once; other than instances from communication EFBs and function blocks/DFBs with an ANY output but no ANY input: these can only be called once.

Calling the same function block/DFB instance more than once makes sense, for example, in the following cases:

- If the function block/DFB has no internal value or it is not required for further processing.  
In this case, memory is saved by calling the same function block/DFB instance more than once since the code for the function block/DFB is only loaded once. The function block/DFB is then handled like a "Function".
- If the function block/DFB has an internal value and this is supposed to influence various program segments, for example, the value of a counter should be increased in different parts of the program.

In this case, calling the same function block/DFB means that temporary results do not have to be saved for further processing in another part of the program.

## EN and ENO

One EN input and one ENO output can be used in all FFBs.

If the value of EN is equal to "0" when the FFB is invoked, the algorithms defined by the FFB are not executed and ENO is set to "0".

If the value of EN is equal to "1" when the FFB is invoked, the algorithms defined by the FFB will be executed. After the algorithms have been executed successfully, the value of ENO is set to "1". If an error occurs when executing these algorithms, ENO is set to "0".

If the EN pin is not assigned a value, when the FFB is invoked, the algorithm defined by the FFB is executed (same as if EN equals to "1"), Please refer to *Maintain output links on disabled EF (see Unity Pro, Operating Modes)*.

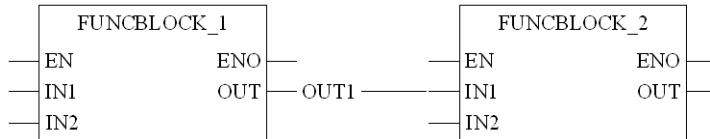
If ENO is set to "0" (caused by EN=0 or an error during execution):

- Function blocks
  - EN/ENO handling with function blocks that (only) have one link as an output parameter:



If EN of FUNCBLOCK\_1 is set to "0", the link on output OUT of FUNCBLOCK\_1 maintains the old status it had during the last correctly executed cycle.

- EN/ENO handling with function blocks that have one variable and one link as output parameters:



If EN of FUNCBLOCK\_1 is set to "0", the link on output OUT of FUNCBLOCK\_1 maintains the old status it had during the last correctly executed cycle. The OUT1 variable on the same pin either retains its previous status or can be changed externally without influencing the link. The variable and the link are saved independently of each other.

- Functions/Procedures

As defined in IEC61131-3, the outputs from deactivated functions (EN input set to "0") are undefined. (The same applies to procedures.)

Here nevertheless an explanation of the output statuses in this case:

- EN/ENO handling with function/procedure blocks that (only) have one link as an output parameter:



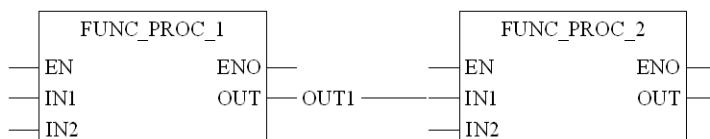
If EN of FUNC\_PROC\_1 is set to "0", the value of the link on output OUT of FUNC\_PROC\_1 depends on the project setting **Maintain output links on disabled EF** available since Unity Pro 4.1.

If this project setting is set to "0", the value of the link is set to "0".

If this project setting is set to "1", the link maintains the old value it had during the last correctly executed cycle.

Please refer to *Maintain output links on disabled EF* (see *Unity Pro, Operating Modes*).

- EN/ENO handling with function/procedure blocks that have one variable and one link as output parameters:



If EN of FUNC\_PROC\_1 is set to "0", the value of the link on output OUT of FUNC\_PROC\_1 depends on the project setting **Maintain output links on disabled EF** available since Unity Pro 4.1.

If this project setting is set to "0", the value of the link is set to "0".

If this project setting is set to “1”, the link maintains the old value it had during the last correctly executed cycle.

Please refer to *Maintain output links on disabled EF* (see *Unity Pro, Operating Modes*).

The OUT1 variable on the same pin either retains its previous status or can be changed externally without influencing the link. The variable and the link are saved independently of each other.

The output behavior of the FFBs does not depend on whether the FFBs are invoked without EN/ENO or with EN=1.

**NOTE:** For disabled function blocks (EN = 0) with an internal time function (e.g. function block **DELAY**), time seems to keep running, since it is calculated with the help of a system clock and is therefore independent of the program cycle and the release of the block.

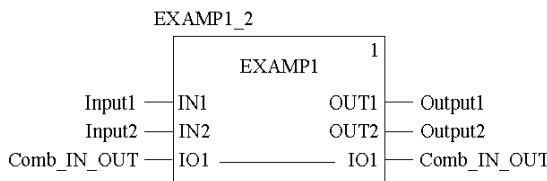
## VAR\_IN\_OUT Variable

FFBs are often used to read a variable at an input (input variables), to process it and to output the altered values of the **same** variable (output variables).

This special type of input/output variable is also called a **VAR\_IN\_OUT** variable.

The link between input and output variables is represented by a line in the FFB.

### VAR\_IN\_OUT variable



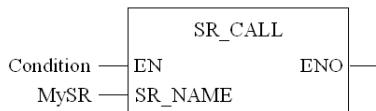
The following special features are to be noted when using FFBs with **VAR\_IN\_OUT** variables.

- All **VAR\_IN\_OUT** inputs must be assigned a variable.
- Via graphical links only **VAR\_IN\_OUT** outputs with **VAR\_IN\_OUT** inputs can be connected.
- Only one graphical link can be connected to a **VAR\_IN\_OUT** input/output.
- A combination of variable/address and graphical connections is not possible for **VAR\_IN\_OUT** outputs).
- No literals or constants can be connected to **VAR\_IN\_OUT** inputs/outputs.
- No negations can be used on **VAR\_IN\_OUT** inputs/outputs.
- Different variables/variable components can be connected to the **VAR\_IN\_OUT** input and the **VAR\_IN\_OUT** output. In this case the value of the variables/variable component on the input is copied to the at the output variables/variable component.

## Subroutine Calls

### Calling a Subroutine

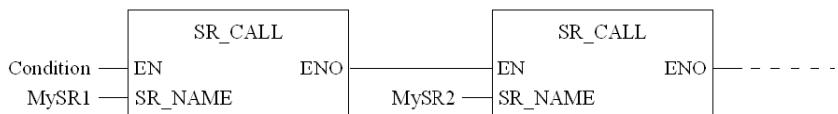
In FBD, subroutines are called using the following blocks.



If the status of **EN** is 1, the respective subroutine (variable name **inSR\_Name**) is called.

The output **ENO** is not used to display the error status for this type of block. The output **ENO** is always 1 for this type of block and is used to call multiple subroutines simultaneously.

The following construction makes it possible to call multiple subroutines simultaneously.



The subroutine to be called must be located in the same task as the FBD section called.

Subroutines can also be called from within subroutines.

Subroutine calls are a supplement to IEC 61131-3 and must be enabled explicitly.

In SFC action sections, subroutine calls are only allowed when Multitoken Operation is enabled.

## Control Elements

### Introduction

Control elements are used for executing jumps within an FBD section and for returning from a subroutine (SRx) or derived function block (DFB) to the main program.

### Control Elements

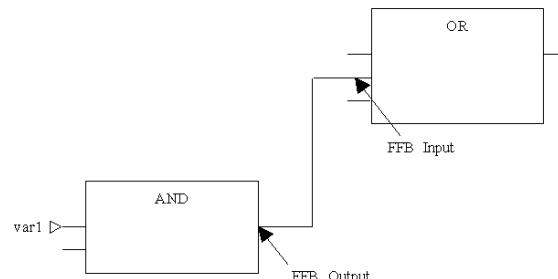
The following control elements are available.

Designation	Representation	Description
Jump	NEXT 	<p>When the status of the left link is 1, a jump is made to a label (in the current section).</p> <p>To generate a conditional jump, a jump object is linked to a Boolean FFB output.</p> <p>To generate an unconditional jump, the jump object is assigned the value 1 for example, using the AND function.</p>
Label	LABEL :	<p>Labels (jump targets) are indicated as text with a colon at the end. This text is limited to 32 characters and must be unique within the entire section. The text must conform to general naming conventions.</p> <p>Jump labels can only be placed between the first two grid points on the left edge of the section.</p> <p><b>Note:</b> Jump labels may not "cut through" networks, i.e. an assumed line from the jump label to the right edge of the section may not be crossed by any object. This is also valid for links.</p>
Return		<p>RETURN objects can not be used in the main program.</p> <ul style="list-style-type: none"> <li>• In a DFB, a RETURN object forces the return to the program which called the DFB. <ul style="list-style-type: none"> <li>• The rest of the DFB section containing the RETURN object is not executed.</li> <li>• The next sections of the DFB are not executed.</li> </ul> </li> </ul> <p>The program which called the DFB will be executed after return from the DFB.</p> <p>If the DFB is called by another DFB, the calling DFB will be executed after return.</p> <ul style="list-style-type: none"> <li>• In a SR, a RETURN object forces the return to the program which called the SR. <ul style="list-style-type: none"> <li>• The rest of the SR containing the RETURN object is not executed.</li> </ul> </li> </ul> <p>The program which called the SR will be executed after return from the SR.</p>

## Link

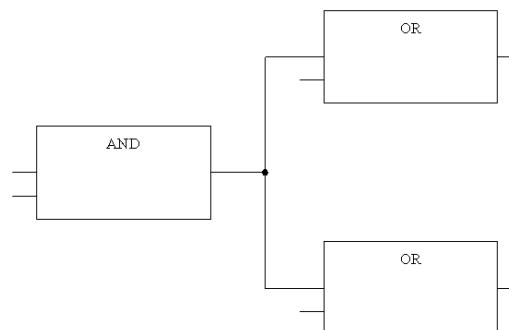
### Description

Links are vertical and horizontal connections between FFBs.

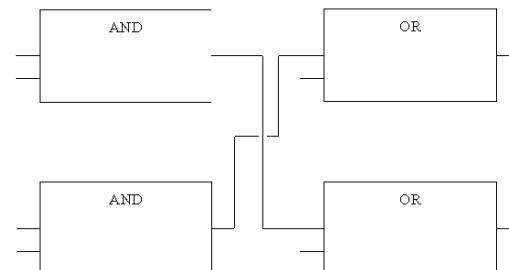


### Representation

The link coordinates are identified by a filled circle.



Crossed links are indicated by a "broken" link.



## Programming Notes

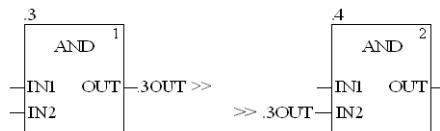
Attention should be paid to the following programming notes:

- Links can be used for any data type.
- The data types of the inputs/outputs to be linked must be the same.
- Several links can be connected with one FFB output. Only one may be linked with an FFB input however.
- Inputs and outputs may be linked to one-another. Linking more than one output together is not possible. That means that no OR connection is possible using links in FBD. An **OR** function is to be used in this case.
- Overlapping links with other objects is permitted.
- Links may not be used to create loops since the sequence of execution in this case cannot be clearly determined in the section. Loops must be created using actual parameters (see *Loop Planning, page 367*).
- To avoid links crossing each other, links can also be represented in the form of connectors.

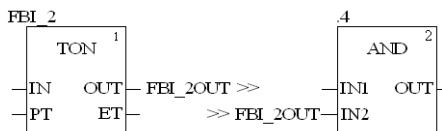
The source and target for the connection are labeled with a name that is unique within the section.

The connector name has the following structure depending on the type of source object for the connection:

- For functions: "Function counter/formal parameter" for the source of the connection



- For function blocks: "Instance name/formal parameter" for the source of the connection



## Text Object

### Description

Text can be positioned as text objects using FBD Function Block language. The size of these text objects depends on the length of the text. The size of the object, depending on the size of the text, can be extended vertically and horizontally to fill further grid units. Text objects may not overlap with FFBs; however they may overlap with links.

## Execution Sequence of the FFBs

### Introduction

The execution sequence is determined by the position of the FFBs within the section (executed from left to right and from top to bottom). If the FFBs are then linked graphically, the execution sequence is determined by the signal flow.

The execution sequence is indicated by the execution number (number in the top right corner of the FFB frame).

### Execution Sequence on Networks

For network execution sequences, the following rules apply:

- Executing a section is completed network by network based on the FFB links from above and below.
- Links may not be used to create loops since the sequence of execution in this case cannot be clearly determined. Loops must be created using actual parameters (see *Loop Planning, page 367*).
- The execution sequence for networks that are not linked is determined by the graphic sequence (from top-right to bottom-left). This execution sequence can be influenced (see *Change Execution Sequence, page 362*).
- Processing on a network is ended completely before the processing begins on another network for which outputs are used on the previous network.
- No element of a network is deemed to be processed as long as the status of all inputs of this element are not calculated.
- Processing on a network is only ended if all outputs on this network have been processed.

### Signal Flow within a Network

For execution sequences within a network, the following rules apply:

- An FFB is only processed if all elements (FFB outputs etc.) with which its inputs are linked are processed.
- The execution sequence of FFBs that are linked with various outputs of the same FFB runs from top to bottom.
- The execution sequence of FFBs is not influenced by the location within the network.

This does not apply if more than one FFB is linked to the same output of the "calling" FFB. In this case, the execution sequence is determined by the graphic sequence (from top to bottom).

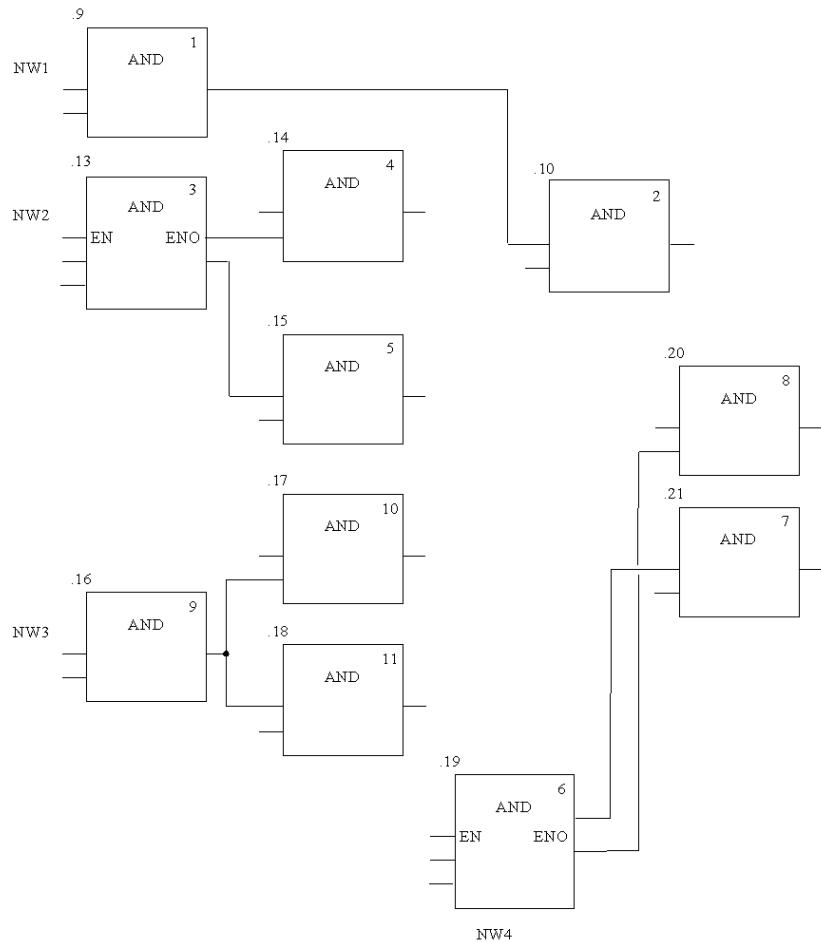
## Priorities

Priorities in Defining the Signal Flow Within a Section.

Priority	Rule	Description
1	Link	Links have the highest priorities in defining the signal flow within a FBD section.
2	User Definition	User Access to Execution Sequence.
3	Network by Network	Processing on a network is ended completely before the processing begins on another network.
4	Output Sequence	FFBs that are linked to the outputs of the same "calling" FFB are processed from top to bottom.
5	Rung by Rung	Lowest priority. (Only applies if none of the other rules apply).

**Example**

Example of the Execution Sequence of Objects in an FBD Section:



## Change Execution Sequence

### Introduction

The execution order of networks and the execution order of objects within a network are defined by a number of rules (*see page 360*).

In some cases the execution order suggested by the system should be changed.

The procedure for defining/changing the execution sequence of networks is as follows:

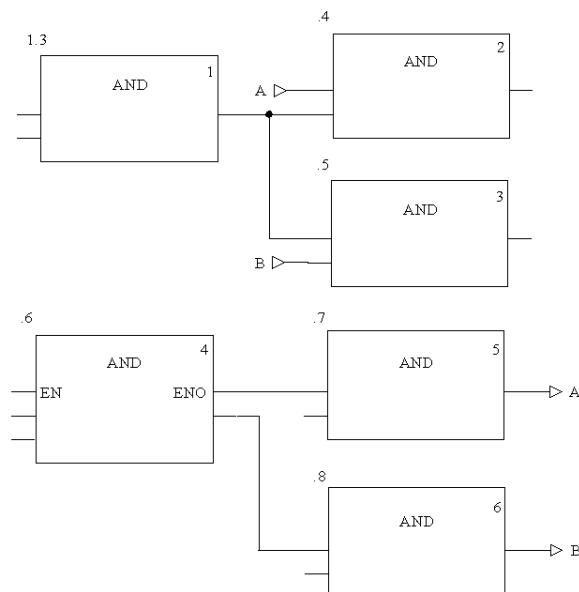
- Using links instead of actual parameters
- Network positions
- Explicit execution sequence definition

The procedure for defining/changing the execution sequence of networks is as follows:

- FFB positions

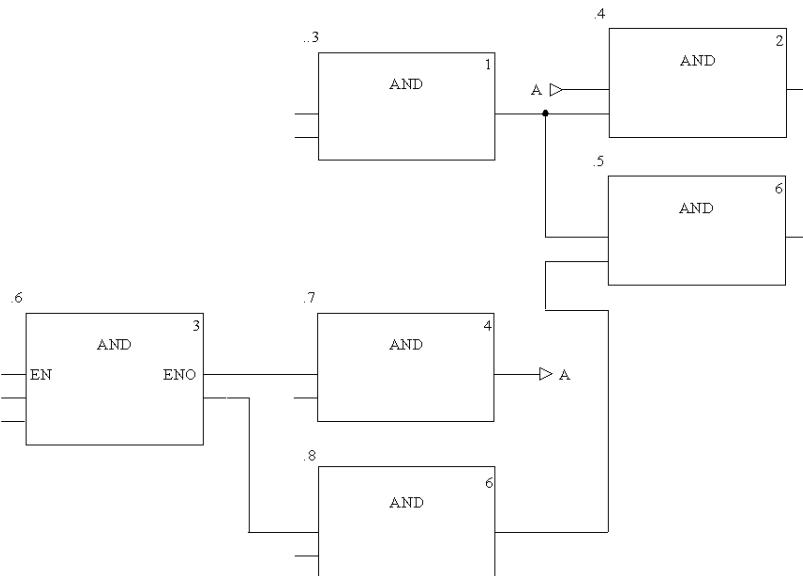
### Original Situation

The following diagram shows two networks for which the execution sequences are simply defined by their positions within the section, without taking into account the fact that blocks .4/.5 and .7/.8 require a different execution sequence.



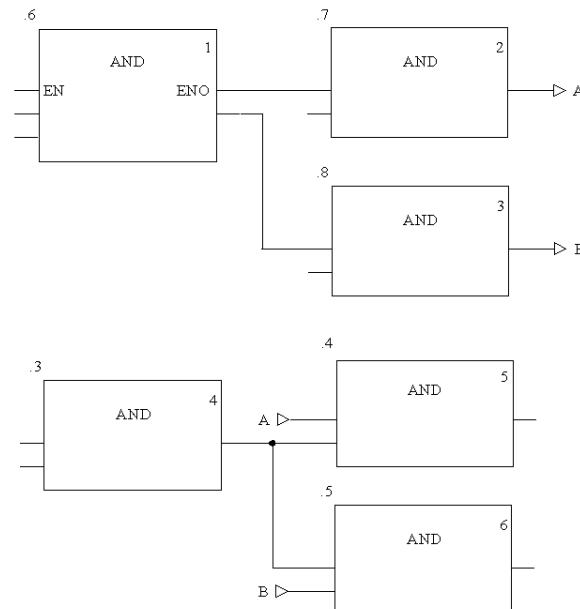
**Link Instead of Actual Parameters**

By using a link instead of a variable the two networks are executed in the proper sequence (see also *Original Situation*, page 362).



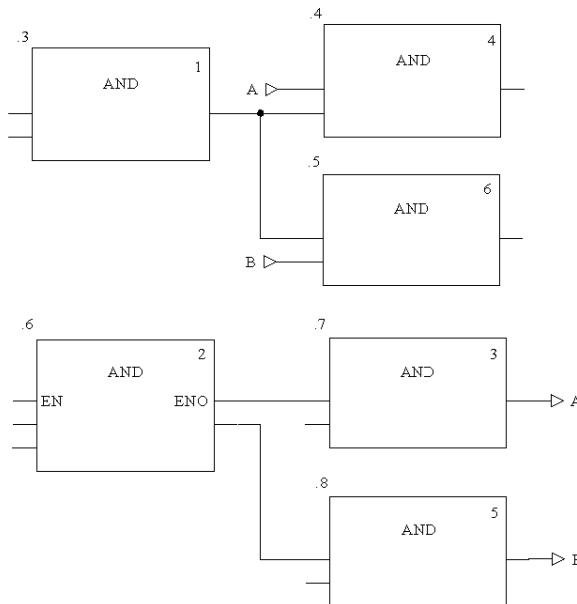
## Network Positions

The correct execution sequence can be achieved by changing the position of the networks in the section (see also *Original Situation, page 362*).



## Explicit Definition

The correct execution sequence can be achieved by explicitly changing the execution sequence of an FFB. To indicate that which FFB's had their execution order changed, the execution number is shown in a black field (see also *Original Situation, page 362*).



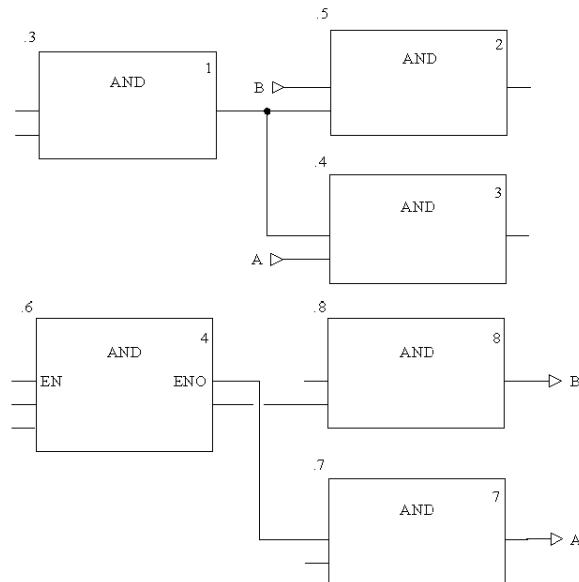
**NOTE:** Only one reference of an instance is allowed, e.g. the instance ".7" may only be referenced once.

## FFB Positions

The position of FFBs only influences the execution sequence if more than one FFB is linked to the same output of the "calling" FFB (see also *Original Situation, page 362*).

In the first network, block positions .4 and .5 are switched. In this case (common origins for both block inputs) the execution sequence of both blocks is switched as well (processed from top to bottom).

In the second network, block positions .7 and .8 are switched. In this case (different origins for the block inputs) the execution sequence of the blocks is not switched (processed in the order the block outputs are called).

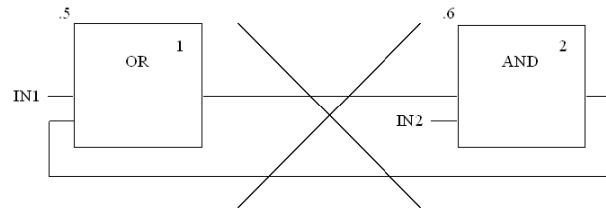


## Loop Planning

### Non-Permitted Loops

Configuring loops exclusively via links is not permitted since it is not possible to clearly specify the signal flow (the output of one FFB is the input of the next FFB, and the output of this one is the input of the first).

#### Non-permitted Loops via Links



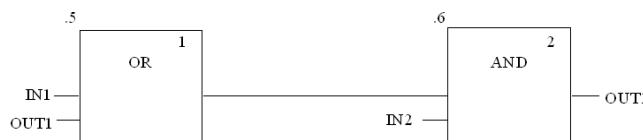
### Generating Via an Actual Parameter

This type of logic must be resolved using feedback variables so that the signal flow can be determined.

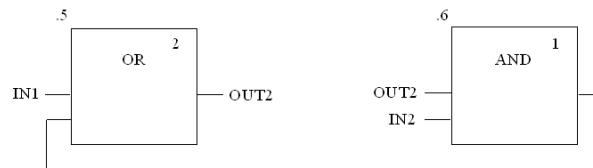
Feedback variables must be initialized. The initial value is used during the first execution of the logic. Once they have been executed the initial value is replaced by the actual value.

Pay attention to the two different types of execution sequences (number in brackets after the instance name) for the two blocks.

Loop generated with an actual parameter: Type 1



Loop generated with an actual parameter: Type 2





---

# Ladder Diagram (LD)

12

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## Overview

This chapter describes the ladder diagram language LD which conforms to IEC 611311.

### What Is in This Chapter?

This chapter contains the following topics:

Topic	Page
General Information about the LD Ladder Diagram Language	370
Contacts	373
Coils	374
Elementary Functions, Elementary Function Blocks, Derived Function Blocks and Procedures (FFBs)	376
Control Elements	387
Operate Blocks and Compare Blocks	388
Links	390
Text Object	393
Edge Recognition	394
Execution Sequence and Signal Flow	403
Loop Planning	405
Change Execution Sequence	407

## General Information about the LD Ladder Diagram Language

### Introduction

This section describes the Ladder Diagram (LD) according to IEC 61131-3.

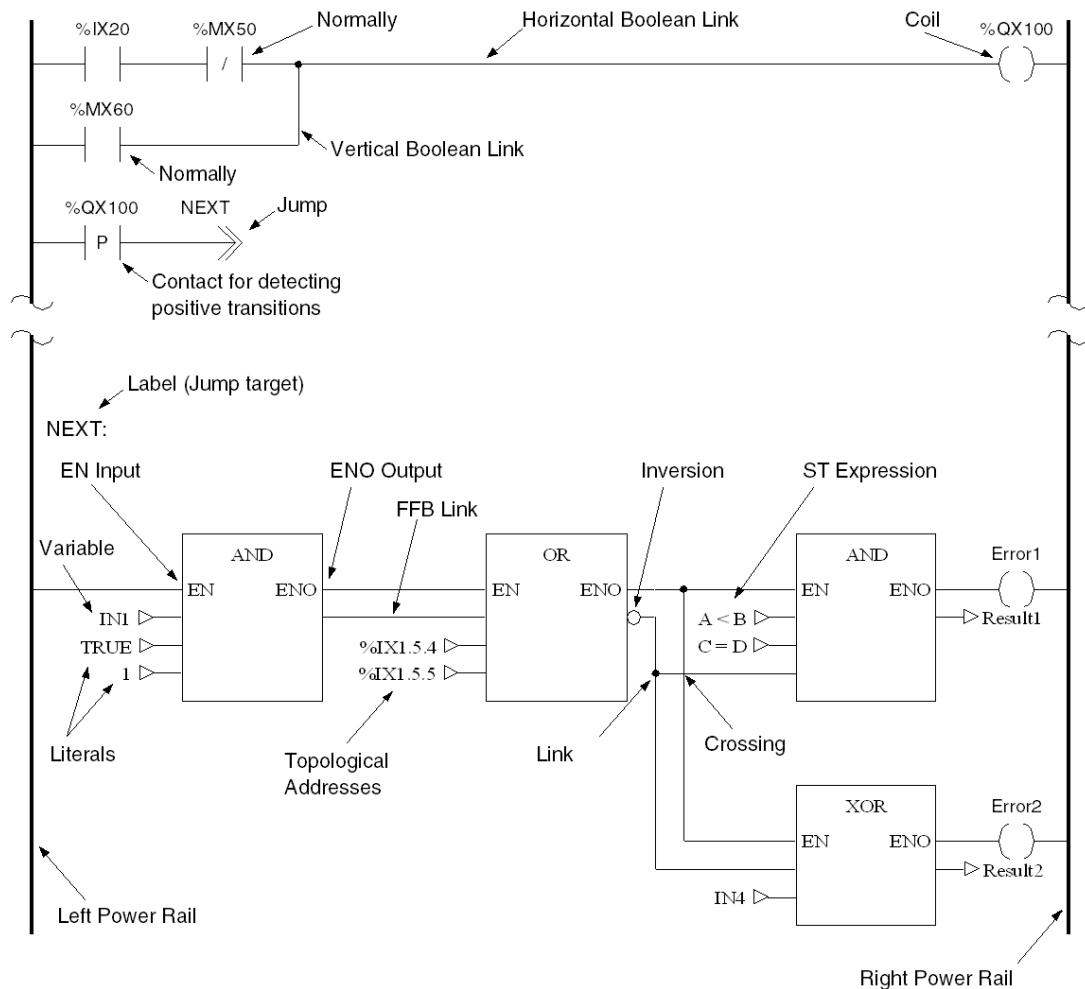
The structure of an LD section corresponds to a rung for relay switching.

The left power rail is located on the left-hand side of the LD editor. This left power rail corresponds to the phase (L ladder) of a rung. With LD programming, in the same way as in a rung, only the LD objects which are linked to a power supply, that is to say connected to the left power rail, are "processed". The right power rail corresponds to the neutral wire. However, all coils and FFB outputs are linked with it directly or indirectly, and this creates a power flow.

A group of objects which are linked together one below the other, and have no links to other objects (excluding the power rail), is called a network or a rung.

## Representation of an LD Section

Representation:



## Objects

The objects of the LD programming language help to divide a section into a number of:

- Contacts (*see page 373*)
- Coils (*see page 374*)
- EFs and EFBs (Elementary Functions (*see page 376*) and Elementary Function Blocks (*see page 377*))
- DFBs (Derived Function Blocks (*see page 378*))
- Procedures (*see page 379*)
- Control Elements (*see page 387*) and
- Operation and Comparison blocks (*see page 388*) that represent an extension to IEC 61131-3

These objects can be connected with each other by means of:

- Links (*see page 390*) or
- Actual Parameters (*see page 379*) (FFBs only).

Comments regarding the section logic can be provided using text objects (*see Text Object, page 393*).

## Section Size

One LD section consists of a window containing a single page.

This page has a grid that divides the section into rows and columns.

A width of 11-64 columns and 17-2000 lines can be defined for LD sections.

The LD programming language is cell oriented, i.e. only one object can be placed in each cell.

## Processing Sequence

The processing sequence of the individual objects in an LD section is determined by the data flow within the section. Networks connected to the left power rail are processed from top to bottom (link to the left power rail). Networks that are independent of each other within the section are processed according to their position (from top to bottom) (*see also Execution Sequence and Signal Flow, page 403*).

## IEC Conformity

For a description of IEC conformity for the LD programming language, see IEC Conformity (*see page 661*).

## Contacts

### Introduction

A contact is an LD element that transfers a status on the horizontal link to its right side. This status is the result of a Boolean AND operation on the status of the horizontal link on the left side with the status of the relevant Boolean actual parameter.

A contact does not change the value of the relevant actual parameter.

Contacts take up one cell.

The following are permitted as actual parameters:

- Boolean variables
  - Boolean constants
  - Boolean addresses (topological addresses or symbolic addresses)
  - ST expression (*see page 529*) delivering a Boolean result (e.g. VarA OR VarB)
- ST expressions as actual parameters for contacts are a supplement to IEC 61131-3 and must be enabled explicitly

### Contact Types

The following contacts are available:

Designation	Representation	Description
Normally open	xxx	In the case of normally open contacts, the status of the left link is transferred to the right link if the status of the relevant Boolean actual parameter (indicated with xxx) is ON. Otherwise, the status of the right link is OFF.
Normally closed	xxx	In the case of normally closed contacts, the status of the left link is transferred to the right link if the status of the relevant Boolean actual parameter (indicated with xxx) is OFF. Otherwise, the status of the right link is OFF.
Contact for detecting positive transitions	xxx P	With contacts for detection of positive transitions, the right link for a program cycle is ON if a transfer of the relevant actual parameter (labeled by xxx) goes from OFF to ON and the status of the left link is ON at the same time. Otherwise, the status of the right link is 0. Also see <i>Edge Recognition, page 394</i> .
Contact for detecting negative transitions	xxx N	With contacts for detection of negative transitions, the right link for a program cycle is ON if a transfer of the relevant actual parameter (labeled by xxx) goes from ON to OFF and the status of the left link is ON at the same time. Otherwise, the status of the right link is 0. Also see <i>Edge Recognition, page 394</i> .

## Coils

### Introduction

A coil is an LD element which transfers the status of the horizontal link on the left side, unchanged, to the horizontal link on the right side. The status is stored in the respective Boolean actual parameter.

Normally, coils follow contacts or FFBs, but they can also be followed by contacts.

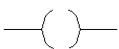
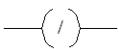
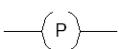
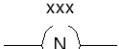
Coils take up one cell.

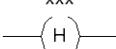
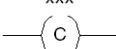
The following are permitted as actual parameters:

- Boolean variables
- Boolean addresses (topological addresses or symbolic addresses)

### Coil Types

The following coils are available:

Designation	Representation	Description
Coil	xxx 	With coils, the status of the left link is transferred to the relevant Boolean actual parameter (indicated by xxx) and the right link.
negated coil	xxx 	With negated coils, the status of the left link is copied onto the right link. The inverted status of the left link is copied to the relevant Boolean actual parameter (indicated by xxx). If the left link is OFF, then the right link will also be OFF and the relevant Boolean actual parameter will be ON.
Coil for detecting positive transitions	xxx 	With coils that detect positive transitions, the status of the left link is copied onto the right link. The relevant actual parameter of data type EBOOL (indicated by xxx) is 1 for a program cycle, if a transition of the left link from 0 to 1 is made. Also see <i>Edge Recognition</i> , page 394.
Coil for detecting negative transitions	xxx 	With coils that detect negative transitions, the status of the left link is copied onto the right link. The relevant actual Boolean parameter (indicated by xxx) is 1 for a program cycle, if a transition of the left link from 1 to 0 is made. Also see <i>Edge Recognition</i> , page 394.
Set coil	xxx 	With set coils, the status of the left link is copied onto the right link. The relevant Boolean actual parameter (indicated by xxx) is set to ON if the left link has a status of ON, otherwise it remains unchanged. The relevant Boolean actual parameter can be reset through the reset coil. Also see <i>Edge Recognition</i> , page 394.
Reset coil	xxx 	With reset coils, the status of the left link is copied onto the right link. The relevant Boolean actual parameter (indicated by xxx) is set to OFF if the left link has a status of ON, otherwise it remains unchanged. The relevant Boolean actual parameter can be set through the set coil. Also see <i>Edge Recognition</i> , page 394.

Designation	Representation	Description
Stop coil	xxx 	With halt coils, if the status of the left link is 1, the program execution is stopped immediately. (With stop coils the status of the left link is not copied to the right link.)
Call coil	xxx 	With call coils, the status of the left link is copied to the right link. If the status of the left link is ON then the respective sub-program (indicated by xxx) is called. The subroutine to be called must be located in the same task as the calling LD section. Subroutines can also be called from within subroutines. Subroutines are a supplement to IEC 61131-3 and must be enabled explicitly. In SFC action sections, call coils (subroutine calls) are only allowed when Multitoken Operation is enabled.

## Elementary Functions, Elementary Function Blocks, Derived Function Blocks and Procedures (FFBs)

### Introduction

FFB is the generic term for:

- Elementary Function (EF) (*see page 376*)
- Elementary Function Block (EFB) (*see page 377*)
- Derived Function Block (DFB) (*see page 378*)
- Procedure (*see page 379*)

FFBs occupy 1 to 3 columns (depending on the length of the formal parameter names) and 2 to 33 lines (depending on the number of formal parameter rows).

### Elementary Function

Functions have no internal states. If the input values are the same, the value on the output is the same every time the function is called. For example, the addition of two values always gives the same result.

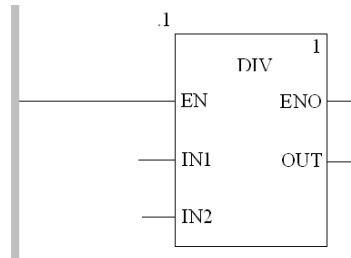
An elementary function is represented graphically as a frame with inputs and one output. The inputs are always represented on the left and the output is always on the right of the frame.

The name of the function, i.e. the function type, is displayed in the center of the frame.

The execution number (*see page 403*) for the function is shown to the right of the function type.

The function counter is shown above the frame. The function counter is the sequential number of the function within the current section. Function counters cannot be modified.

#### Elementary Function



With some elementary functions, the number of inputs can be increased.

## Elementary Function Block

Elementary function blocks have internal states. If the input values are the same, the value on the output can be different each time the function is called. e.g. for a counter the value on the output is incremented.

An elementary function block is represented graphically as a frame with inputs and outputs. The inputs are always represented on the left and the outputs always on the right of the frame. The name of the function block, i.e. the function block type, is displayed in the center of the frame. The instance name is displayed above the frame.

Function blocks can have more than one output.

The name of the function block, i.e. the function block type, is displayed in the center of the frame.

The execution number (*see page 403*) for the function block is shown to the right of the function block type.

The instance name is displayed above the frame.

The instance name serves as a unique identification for the function block in a project.

The instance name is created automatically and has the following structure: `TYPE_n` where `TYPE` is the function block type name: `TYPE_n`

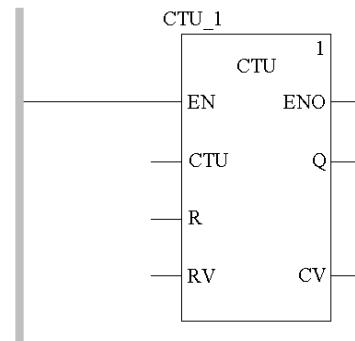
- `TYPE` = Function block type name
- `n` = sequential number of the function block in the project

**NOTE:** Prior to Unity Pro V6.0, the instance name was created automatically with the structure `FBI_n`, where `FBI` = Function Block Instance

This automatically generated name can be modified for clarification. The instance name (max. 32 characters) must be unique throughout the project and is not case-sensitive. The instance name must conform to general naming conventions.

**NOTE:** To conform to IEC61131-3, only letters are permitted as the first character of the name. If you want to use a numeral as your first character however, this must be enabled explicitly.

### Elementary Function Block

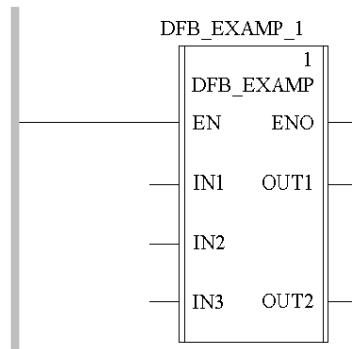


### DFB

Derived function blocks (DFBs) have the same properties as elementary function blocks. The user can create them in the programming languages FBD, LD, IL, and/or ST.

The only difference to elementary function blocks is that the derived function block is represented as a frame with double vertical lines.

### Derived Function Block



## Procedure

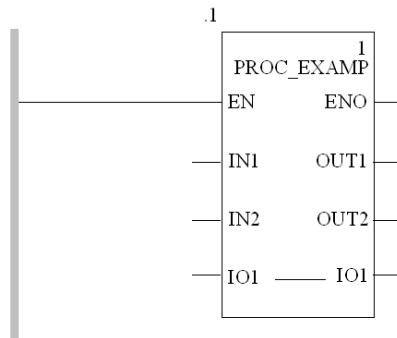
Procedures are functions viewed technically.

The only difference to elementary functions is that procedures can occupy more than one output and they support data type `VAR_IN_OUT`.

To the eye, procedures are no different than elementary functions.

Procedures are a supplement to IEC 61131-3 and must be enabled explicitly.

### Procedure

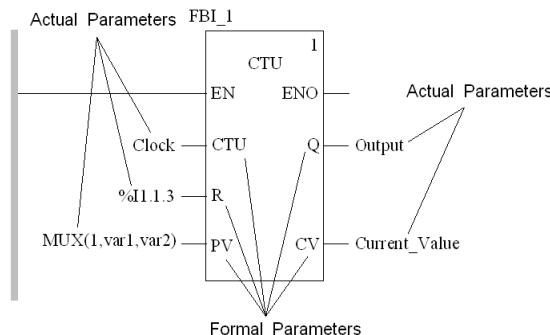


## Parameters

Inputs and outputs are required to transfer values to or from an FFB. These are called formal parameters.

Objects are linked to formal parameters; these objects contain the current process states. They are called actual parameters.

Formal and actual parameters:



At program runtime, the values from the process are transferred to the FFB via the actual parameters and then output again after processing.

Only one object (actual parameter) of the following types may be linked to FFB inputs:

- Contact
- Variable
- Address
- Literal
- ST Expression
- Link

ST expressions on FFB inputs are a supplement to IEC 61131-3 and must be enabled explicitly.

- one or more coils
- one or more contacts
- one variable
- a variable and one or more connections (but not for VAR\_IN\_OUT (*see page 386*) outputs)
- an address
- an address and one or more connections (but not for VAR\_IN\_OUT (*see page 386*) outputs)
- one or more connections (but not for VAR\_IN\_OUT (*see page 386*) outputs)

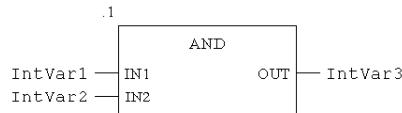
The data type of the object to be linked must be the same as that of the FFB input/output. If all actual parameters consist of literals, a suitable data type is selected for the function block.

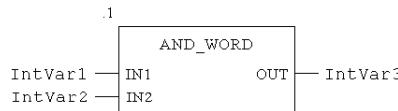
Exception: For generic FFB inputs/outputs with data type ANY\_BIT, it is possible to link objects of data type INT or DINT (not UINT and UDINT).

This is a supplement to IEC 61131-3 and must be enabled explicitly.

Example:

**Allowed:**



**Not allowed:**

(In this case, `AND_INT` must be used.)

Not all formal parameters have to be assigned an actual parameter. However, this does not apply in the case of negated pins. These must always be assigned an actual parameter. This is also the case with some formal parameter types. These types are shown in the following table.

Table of formal parameter types:

Parameter type	EDT	STRING	ARRAY	ANY_ARRAY	IODDT	STRUCT	FB	ANY
EFB: Input	-	+	+	+	/	+	/	+
DFB: Output	-	-	+	/	/	-	/	+
EFB: VAR_IN_OUT	+	+	+	+	+	+	/	+
DFB: Input	-	+	+	+	/	+	/	+
DFB: VAR_IN_OUT	+	+	+	+	+	+	/	+
EFB: Output	-	-	+	+	+	-	/	+
EF: Input	-	-	+	+	+	+	+	+
EF: VAR_IN_OUT	+	+	+	+	+	+	/	+
EF: Output	-	-	-	-	-	-	/	-
Procedure: Input	-	-	+	+	+	+	+	+
Procedure: VAR_IN_OUT	+	+	+	+	+	+	/	+
Procedure: Output	-	-	-	-	-	-	/	+
+ Actual parameter required								
- Actual parameter not required								
/ not applicable								

FFBs that use actual parameters on the inputs that have not yet received any value assignment, work with the initial values of these actual parameters.

If no value is allocated to a formal parameter, then the initial value will be used for executing the function block. If no initial value has been defined then the default value (0) is used.

If a formal parameter is not assigned a value and the function block/DFB is instanced more than once, then the subsequent instances are run with the old value.

## Public Variables

In addition to inputs/outputs, some function blocks also provide public variables.

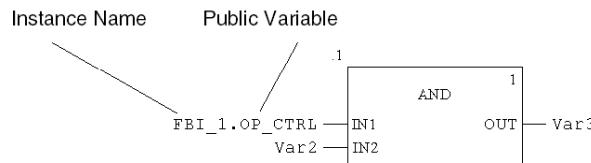
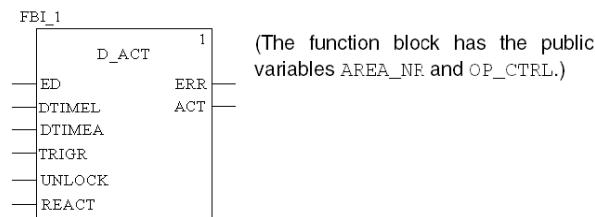
These variables transfer statistical values (values that are not influenced by the process) to the function block. They are used for setting parameters for the function block.

Public variables are a supplement to IEC 61131-3.

The assignment of values to public variables is made using their initial values.

Public variables are read via the instance name of the function block and the names of the public variables.

Example:



## Private Variables

In addition to inputs, outputs and public variables, some function blocks also provide private variables.

Like public variables, private variables are used to transfer statistical values (values that are not influenced by the process) to the function block.

Private variables can not be accessed by user program. These type of variables can only be accessed by the animation table.

**NOTE:** Nested DFBs are declared as private variables of the parent DFB. So their variables are also not accessible through programming, but through the animation table.

Private variables are a supplement to IEC 61131-3.

## Programming Notes

Attention should be paid to the following programming notes:

- FFBs will only be processed when they are directly or indirectly connected to the left bus bar.
- If the FFB will be conditionally executed, the EN input may be pre-linked through contacts or other FFBs (also see EN and ENO (*see page 383*)).
- Boolean inputs and outputs can be inverted.
- Special conditions apply when using VAR\_IN\_OUT variables (*see page 386*).
- Function block/DFB instances can be called multiple times (also see ).Multiple Function Block Instance Call (*see page 383*)

## Multiple Function Block Instance Call

Function block/DFB instances can be called more than once; other than instances from communication EFBs and function blocks/DFBs with an ANY output but no ANY input: these can only be called once.

Calling the same function block/DFB instance more than once makes sense, for example, in the following cases:

- If the function block/DFB has no internal value or it is not required for further processing.  
In this case, memory is saved by calling the same function block/DFB instance more than once since the code for the function block/DFB is only loaded once. The function block/DFB is then handled like a "Function".
- If the function block/DFB has an internal value and this is supposed to influence various program segments, for example, the value of a counter should be increased in different parts of the program.  
In this case, calling the same function block/DFB means that temporary results do not have to be saved for further processing in another part of the program.

## EN and ENO

One EN input and one ENO output can be used in all FFBs.

If the value of EN is equal to "0" when the FFB is invoked, the algorithms defined by the FFB are not executed and ENO is set to "0".

If the value of EN is equal to "1" when the FFB is invoked, the algorithms defined by the FFB will be executed. After the algorithms have been executed successfully, the value of ENO is set to "1". If an error occurs when executing these algorithms, ENO is set to "0".

If the EN pin is not assigned a value, when the FFB is invoked, the algorithm defined by the FFB is executed (same as if EN equals to "1"), Please refer to *Maintain output links on disabled EF (see Unity Pro, Operating Modes)*.

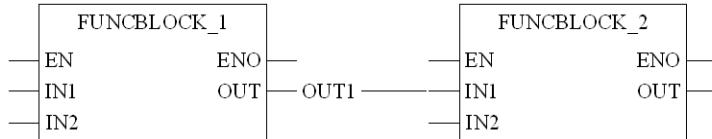
If ENO is set to "0" (caused by EN=0 or an error during execution):

- Function blocks
- EN/ENO handling with function blocks that (only) have one link as an output parameter:



If EN of FUNCBLOCK\_1 is set to "0", the link on output OUT of FUNCBLOCK\_1 maintains the old status it had during the last correctly executed cycle.

- EN/ENO handling with function blocks that have one variable and one link as output parameters:



If EN of FUNCBLOCK\_1 is set to "0", the link on output OUT of FUNCBLOCK\_1 maintains the old status it had during the last correctly executed cycle. The OUT1 variable on the same pin either retains its previous status or can be changed externally without influencing the link. The variable and the link are saved independently of each other.

- Functions/Procedures

As defined in IEC61131-3, the outputs from deactivated functions (EN input set to "0") are undefined. (The same applies to procedures.)

Here nevertheless an explanation of the output statuses in this case:

- EN/ENO handling with function/procedure blocks that (only) have one link as an output parameter:



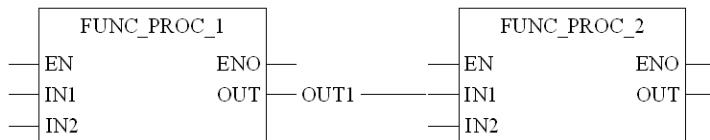
If EN of FUNC\_PROC\_1 is set to "0", the value of the link on output OUT of FUNC\_PROC\_1 depends on the project setting **Maintain output links on disabled EF** available since Unity Pro 4.1.

If this project setting is set to "0", the value of the link is set to "0".

If this project setting is set to "1", the link maintains the old value it had during the last correctly executed cycle.

For detailed information, please refer to *Maintain output links on disabled EF (see Unity Pro, Operating Modes)*.

- EN/ENO handling with function/procedure blocks that have one variable and one link as output parameters:



If EN of FUNC\_PROC\_1 is set to "0", the value of the link on output OUT of FUNC\_PROC\_1 depends on the project setting **Maintain output links on disabled EF** available since Unity Pro 4.1.

If this project setting is set to "0", the value of the link is set to "0".

If this project setting is set to "1", the link maintains the old value it had during the last correctly executed cycle.

For detailed information, please refer to *Maintain output links on disabled EF (see Unity Pro, Operating Modes)*.

The OUT1 variable on the same pin either retains its previous status or can be changed externally without influencing the link. The variable and the link are saved independently of each other.

The output behavior of the FFBs does not depend on whether the FFBs are invoked without EN/ENO or with EN=1.

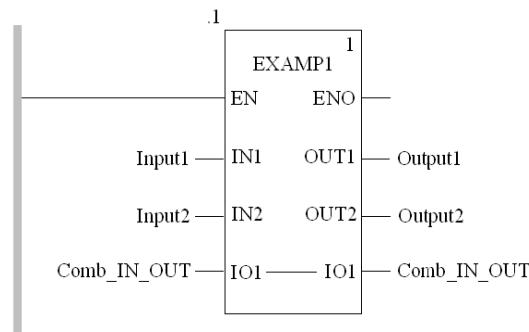
**NOTE:** For disabled function blocks (EN = 0) with an internal time function (e.g. function block **DELAY**), time seems to keep running, since it is calculated with the help of a system clock and is therefore independent of the program cycle and the release of the block.

**VAR\_IN\_OUT-Variable**

FFBs are often used to read a variable at an input (input variables), to process it and to output the altered values of the **same** variable (output variables).

This special type of input/output variable is also called a **VAR\_IN\_OUT** variable.

The link between input and output variables is represented by a line in the FFB.

**VAR\_IN\_OUT variable**

The following special features are to be noted when using FFBs with **VAR\_IN\_OUT** variables.

- All **VAR\_IN\_OUT** inputs must be assigned a variable.
- Via graphical links only **VAR\_IN\_OUT** outputs with **VAR\_IN\_OUT** inputs can be connected.
- Only one graphical link can be connected to a **VAR\_IN\_OUT** input/output.
- A combination of variable/address and graphical connections is not possible for **VAR\_IN\_OUT** outputs.
- No literals or constants can be connected to **VAR\_IN\_OUT** inputs/outputs.
- No negations can be used on **VAR\_IN\_OUT** inputs/outputs.
- Different variables/variable components can be connected to the **VAR\_IN\_OUT** input and the **VAR\_IN\_OUT** output. In this case the value of the variables/variable component on the input is copied to the at the output variables/variable component.

## Control Elements

### Introduction

Control elements are used for executing jumps within an LD section and for returning from a subroutine (SRx) or derived function block (DFB) to the main program.

Control elements take up one cell.

### Control Elements

The following control elements are available.

Designation	Representation	Description
Jump	NEXT 	<p>When the status of the left link is 1, a jump is made to a label (in the current section).</p> <p>To generate an unconditional jump, the jump object must be placed directly on the left power rail.</p> <p>To generate a conditional jump, a jump object is placed at the end of a series of contacts.</p>
Label	LABEL:	<p>Labels (jump targets) are indicated as text with a colon at the end. This text is limited to 32 characters and must be unique within the entire section. The text must conform to general naming conventions.</p> <p>Jump labels can only be placed in the first cell directly on the power rail.</p> <p><b>Note:</b> Jump labels may not "cut through" networks, i.e. an assumed line from the jump label to the right edge of the section may not be crossed by any object. This also applies to Boolean links and FFB links.</p>
Return		<p>RETURN objects can not be used in the main program.</p> <ul style="list-style-type: none"> <li>In a DFB, a RETURN object forces the return to the program which called the DFB. <ul style="list-style-type: none"> <li>The rest of the DFB section containing the RETURN object is not executed.</li> <li>The next sections of the DFB are not executed.</li> </ul> </li> </ul> <p>The program which called the DFB will be executed after return from the DFB.</p> <p>If the DFB is called by another DFB, the calling DFB will be executed after return.</p> <ul style="list-style-type: none"> <li>In a SR, a RETURN object forces the return to the program which called the SR. <ul style="list-style-type: none"> <li>The rest of the SR containing the RETURN object is not executed.</li> </ul> </li> </ul> <p>The program which called the SR will be executed after return from the SR.</p>

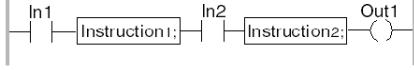
## Operate Blocks and Compare Blocks

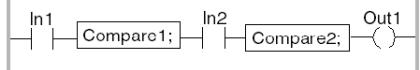
### Introduction

In addition to the objects defined in IEC 61131-3, there are several other blocks for executing ST instructions (*see page 529*) and ST expressions (*see page 529*) and for simple compare operations. These blocks are only available in the LD programming language.

### Objects

The following objects are available:

Designation	Representation	Description
Operate block		<p>When the status of the left link is 1, the ST instruction in the block is executed.</p> <p>All ST instructions (<i>see page 529</i>) are allowed <b>except</b> the control instructions:</p> <ul style="list-style-type: none"> <li>● (RETURN,</li> <li>● JUMP,</li> <li>   IF,</li> <li>● CASE,</li> <li>● FOR</li> <li>● etc.)</li> </ul> <p>For operate blocks, the state of the left link is passed to the right link (regardless of the result of the ST instruction).</p> <p>A block can contain up to 4096 characters. If not all characters can be displayed then the beginning of the character sequence will be followed by suspension points (...).</p> <p>An operate block takes up 1 line and 4 columns.</p> <p>Example:</p>  <p>In the example, Instruction1 is executed if In1=1. Instruction2 is executed if In1=1 and In2=1 (the result of Instruction1 has no meaning for the execution of Instruction2). Out1 becomes 1 if In1=1 and In2=1 (the results of Instruction1 and Instruction2 have no meaning for the status of Out1).</p>

Designation	Representation	Description
Horizontal Matching Block		<p>Horizontal compare blocks used to execute a compare expression (<math>&lt;</math>, <math>&gt;</math>, <math>\leq</math>, <math>\geq</math>, <math>=</math>, <math>\neq</math>) in the ST programming language. (Note: The same functionality is also possible using ST expressions (see page 529).)</p> <p>A compare block performs an AND of its left In-pin and the result of its compare condition and assigns the result of this AND unconditionally to its right Out-pin.</p> <p>For example, if the state of the left link is 1 and the result of the comparison is 1, the state of the right link is 1.</p> <p>A horizontal matching block can contain up to 4096 characters. If not all characters can be displayed then the beginning of the character sequence will be followed by suspension points (...).</p> <p>A horizontal matching block takes up 1 line and 2 columns.</p> <p>Example:</p>  <p>In the example, Compare1 is executed if In1=1. Compare2 is executed if In1=1, In2=1 and the result of Compare1=1. Out1 becomes 1 if In1=1, In2=1, the result of Compare1=1 and the result of Compare2=1.</p>

## Links

### Description

Links are connections between LD objects (contacts, coils and FFBs etc.).

There are 2 different types of links:

- Boolean Links

Boolean links consist of one or more segments linking Boolean objects (contacts, coils) with one another.

There are different types of Boolean links as well:

- Horizontal Boolean Links

Horizontal Boolean links enable sequential contacts and coil switching.

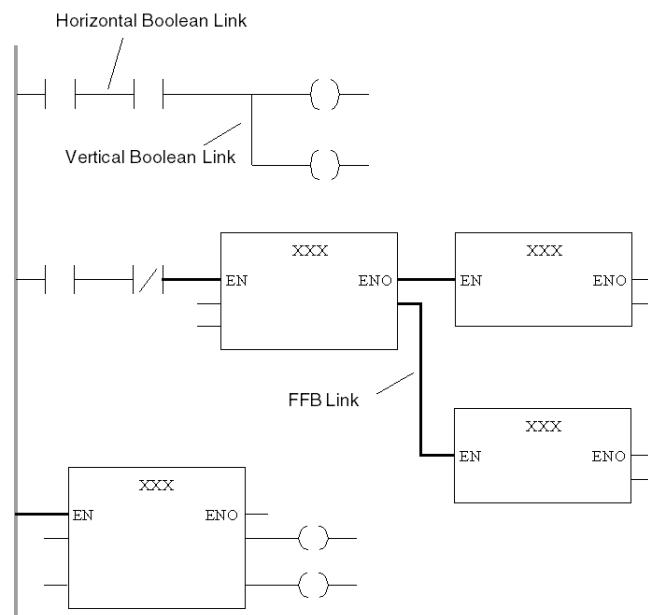
- Vertical Boolean Links

Vertical Boolean links enable parallel contacts and coil switching.

- FFB Links

FFB connections are a combination of horizontal and vertical segments that connect FFB inputs/outputs with other objects.

Connections:



## General Programming Notes

Attention should be paid to the following general programming notes:

- The data types of the inputs/outputs to be linked must be the same.
- Links between parameters with variable lengths (e.g. ANY\_ARRAY\_INT) are not allowed.
- Several links can be connected with one output (right-hand side of one contact, one coil or one FFB output). However, only one link can be connected with an input (left-hand side of one contact, one coil or one FFB output).
- Unconnected contacts, coils and FFB inputs are specified as "0" by default.
- Links may not be used to create loops since the sequence of execution in this case cannot be clearly determined in the section. Loops must be created using actual parameters (see *Non-Permitted Loops, page 405*).

## Notes on Programming Boolean Links

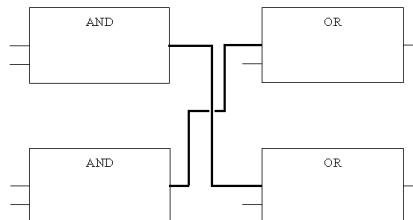
Notes on Programming Boolean Links:

- Overlapping Boolean links with other objects is **not** permitted.
- The signal flow (power flow) is from left to right for Boolean links. Therefore, backwards links are not allowed.
- If two Boolean links are crossed, the links are connected automatically. Since crossing Boolean links is not possible, links are not indicated in any special way.

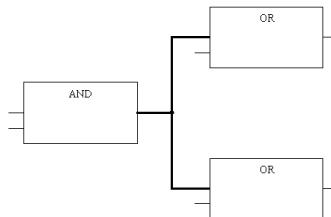
## Notes on Programming FFB Links

Notes on Programming FFB Links:

- At least one side of an FFB link must be connected with an FFB input or output.
- To differentiate them from Boolean links, FFB links are shown with a doubly thick line.
- The signal flow (power flow) in FFB links is from the FFB output to the FFB input, no matter which direction they are made in. Therefore, backwards links are allowed.
- Only FFB inputs and FFB outputs may be linked to one-another. Linking more than one FFB outputs together is not possible. That means that no OR connection is possible in LD using FFB links.
- Overlapping FFB links with other objects is permitted.
- Crossing FFB links is also permitted. Crossed links are indicated by a "broken" link.



- Connection points between more FFB links are shown with a filled circle.

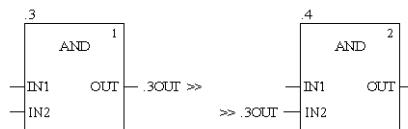


- To avoid links crossing each other, FFB links can also be represented in the form of connectors.

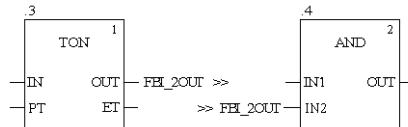
The source and target for the FFB connection are labeled with a name that is unique within the section.

The connector name has the following structure depending on the type of source object for the connection:

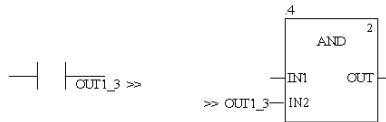
- For functions: "Function counter/formal parameter" for the source of the connection



- For function blocks: "Instance name/formal parameter" for the source of the connection



- For contacts: "OUT1\_sequential number"



## Vertical Links

The "Vertical Link" is special. The vertical link serves as a logical OR. With this form of the OR link, 32 inputs (contacts) and 64 outputs (coils, links) are possible.

## Text Object

### Introduction

Text can be positioned as text objects in the Ladder Diagram (LD). The size of these text objects depends on the length of the text. The size of the object, depending on the size of the text, can be extended vertically and horizontally to fill further grid units. Text objects may overlap with other objects.

## Edge Recognition

### Introduction

During the edge recognition, a bit is monitored during a transition from 0 -> 1 (positive edge) or from 1 -> 0 (negative edge).

For this, the value of the bit in the previous cycle is compared to the value of the bit in the current cycle. In this case, not only the current value, but also the old value, are needed.

Instead of a bit, 2 bits are therefore needed for edge recognition (current value and old value).

Because the data type `BOOL` only offers one single bit (current value), there is another data type for edge recognition, `EBOOL` (expanded `BOOL`). In addition to edge recognition, the data type `EBOOL` provides an option for forcing. It must also be saved whether forcing the bit is enabled or not.

The data type `EBOOL` saves the following data:

- the current value of the bit in *Value bit*
- the old value of the bit in *History bit*  
(the content of the value bit is copied to the History bit at the beginning of each cycle)
- Information whether forcing of the bit is enabled in *Force-Bit*  
(0 = Forcing disabled, 1 = Forcing enabled)

### Restrictions for EBOOL

#### CAUTION

##### UNINTENDED EQUIPMENT OPERATION

To perform a good edge detection the `%M` must be updated at each task cycle. When performing a unique writing, the edge will be infinite.

**Failure to follow these instructions can result in injury or equipment damage.**

Using an `EBOOL` variable for contacts to recognize positive (P) or negative (N) edges or with an EF called RE or FE, you have to adhere to the restrictions described below.

### EBOOL with %M not written inside program

An EBOOL variable with a %M address, which is not written inside your program but directly, for example by an animation table, an operator screen or an HMI, will not work in the expected way. The edge is TRUE infinitely because the %M is only written one time.

**NOTE:** To avoid this issue the %M has to be written at the end of the task to update the old value information.

The old value is only updated, when the %M bit is written, so if you write the bit only one time, the edge detection will be infinite.

Old Value	Current Value	Edge Detect	Description
0	0	0	state 0 (before writing the bit)
0	1	1	Write 1 in the bit (e.g. by animation table).
0	1	1	If you do not write again, the edge remains infinitely.
1	1	0	Write 1 again in the bit, the old value is updated and the edge detection is set to 0.

### EBOOL with %M written inside program

For an EBOOL variable with a %M address, which is written inside your program, you have to adhere to the restrictions described below:

- Do not use the bit with a SET or RESET coil. In this case the old value is not updated. So you can perform an infinite edge.
- Do not write the bit conditionally. A simple logic as  
`IF NOT %M1 THEN %M1 := TRUE; END_IF` leads to an infinite edge, because it is written only one time.

### EBOOL with %I

For an EBOOL variable with a %I address you have to adhere to the restriction described below:

- When using multitasking the test of %I edge must be performed in the task where it is updated. The use of the edge detection of a %I scheduled in a task of higher priority must be avoided.  
Example: If you have a fast task, which updates a %I, do not use a edge detection in the mast task. Depending on the scheduling you can detect the edge or not.

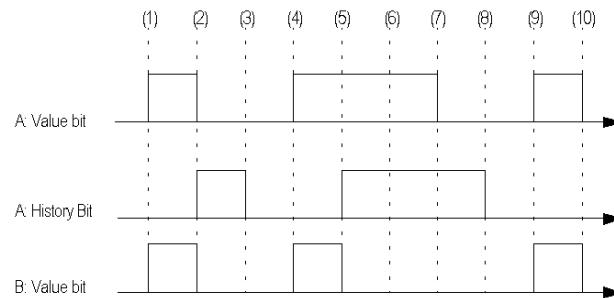
## Recognizing Positive Edges

A contact to recognize positive edges is used to recognize positive edges. With this contact, the right connection for a program cycle is 1 when the transition of the associated actual parameter (**A**) is from 0 to 1 and, at the same time, the status of the left connection is 1. Otherwise, the status of the right link is 0.

In the example, a positive edge of the variable **A** is supposed to be recognized and **B** should therefore be set for a cycle.



Anytime the value bit of **A** equals 1 and the history bit equals 0, **B** is set to 1 for a cycle (cycle 1, 4, and 9).



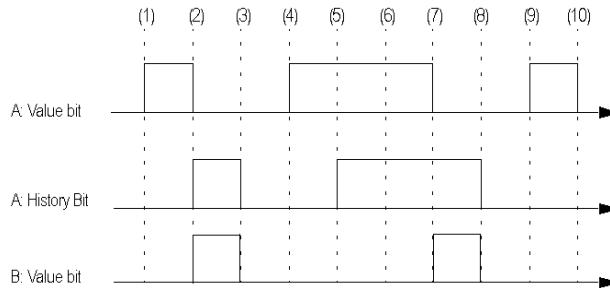
## Recognizing Negative Edges

A contact to recognize negative edges is used to recognize negative edges. With this contact, the right connection for a program cycle is 1 when the transition of the associated actual parameter (**A**) is from 1 to 0 and, at the same time, the status of the left connection is 1. Otherwise, the status of the right link is 0.

In the example, a negative edge of the variable **A** is supposed to be recognized and **B** should therefore be set for a cycle.



Anytime the value bit of A equals 0 and the history bit equals 1, B is set to 1 for a cycle (cycle 2 and 8).



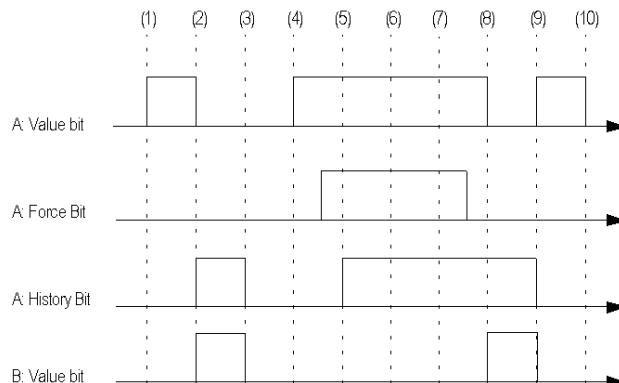
## Forcing Bits

When forcing bits, the value of the variable determined by the logic will be overwritten by the force value.

In the example, a negative edge of the variable A is supposed to be recognized and B should therefore be set for a cycle.



Anytime the value bit or force bit of A equals 0 and the history bit equals 1, B is set to 1 for a cycle (cycle 1 and 8).



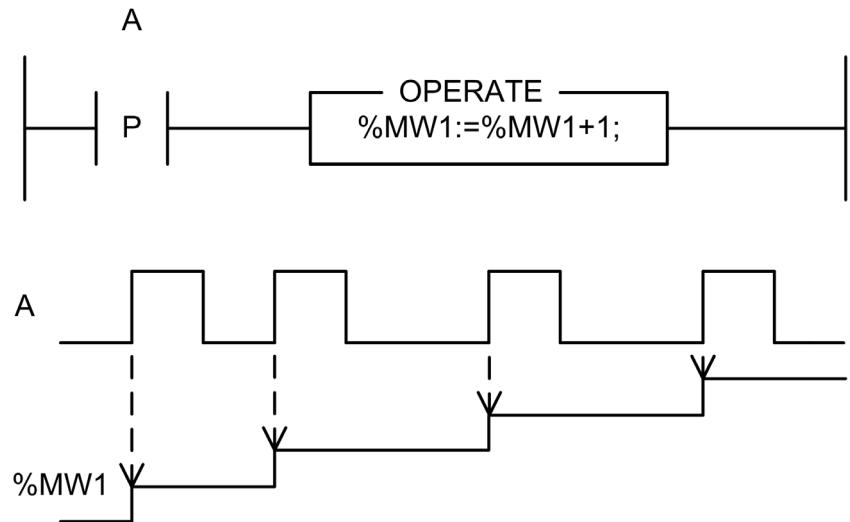
## Using BOOL and EBOOL Variables

Edge recognition behavior using **BOOL** or **EBOOL** variables types can be different:

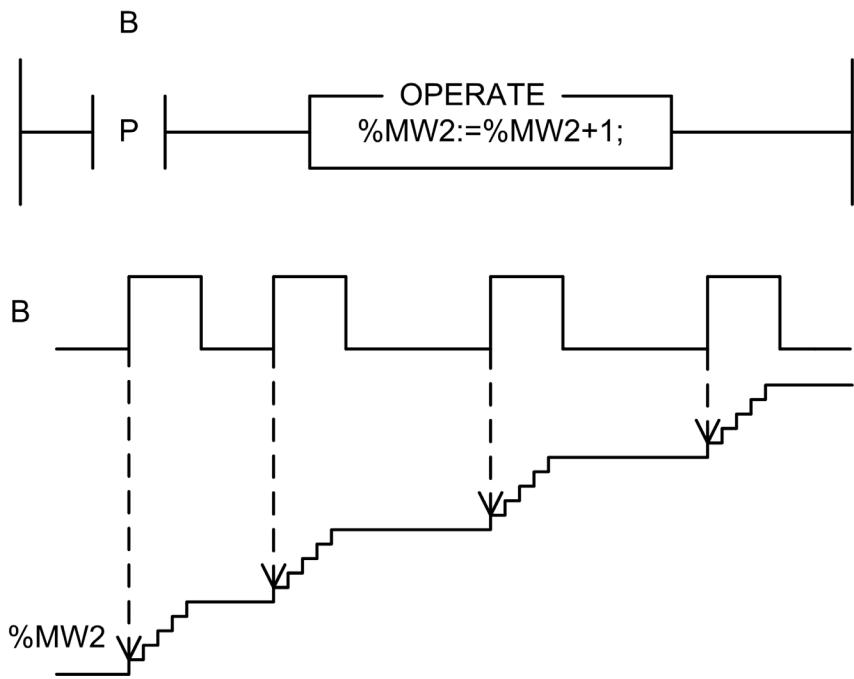
- When using a **BOOL** variable, the system manages the history by allowing edge detection during the contact execution.
- When using an **EBOOL** variable, the history bit is updated during the coil execution.

The following examples show the different behavior depending on the variable type.

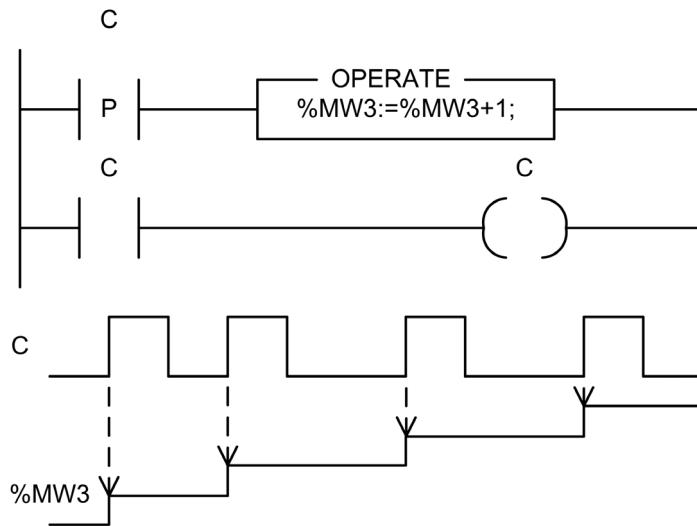
Variable **A** is define as **BOOL**, whenever **A** is set to 1, **%MW1** is incremented by 1.



Variable B is defined as EBOOL, the behavior is different when compared with variable A. While B is set to 1, %MW2 is incremented by 1 because the history bit is not updated.



Variable C is defined as EBOOL, the behavior is identical than variable A. The history bit is updated.

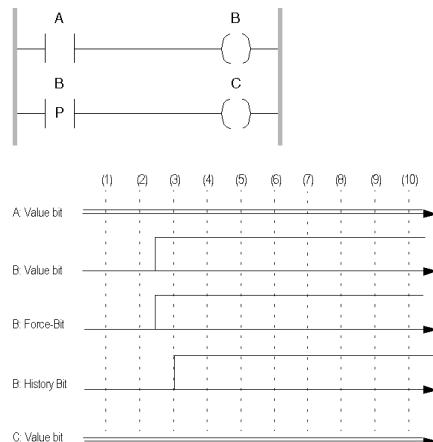


### Forcing of Coils Can Cause the Loss of Edge Recognition

Forcing of coils can cause the loss of edge recognition.

In the example, when A equals 1, B should equal 1, and with a rising edge from A, the coil B will be set for a cycle.

In this example, the variable B is first assigned to the coil, and then to the link to recognize positive edges.



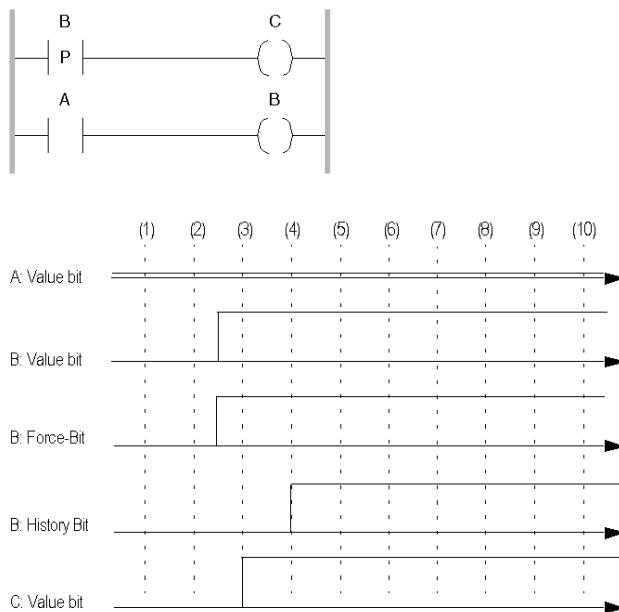
At the beginning of the second cycle, the value bit of **B** equals 0. When forcing **B** within this cycle, the force bit and value bit are set to 1. While processing the first line of the logic in the third cycle, the history bit of the coil (**B**) will also be set to 1.

**Problem:**

During edge recognition (comparison of the value bit and the history bit) in the second line of the logic, no edge is recognized, because due to the updating, the value bit and history bit on line 1 of **B** are always identical.

**Solution:**

In this example, the variable **B** is first assigned to the link to recognize positive edges and then the coil.



At the beginning of the second cycle, the value bit of **B** equals 0. When forcing **B** within this cycle, the force bit and value bit are set to 1. While processing the first line of the logic in the third cycle, the history bit of the link (**B**) will remain set to 0.

Edge recognition recognizes the difference between value bits and history bit and sets the coil (**C**) to 1 for one cycle.

## Using Set Coil or Reset Coil Can Cause the Loss of Edge Recognition

Using set coil or reset coil can cause the loss of edge recognition with EBOOL variables.

The variable above the set/reset coil (variable C in the example) is always affected by the value of the left link.

If the left link is 1, the value bit (variable C in the example) is copied to the history bit and the value bit is set to 1.

If the left link is 0, the value bit (variable C in the example) is copied to the history bit, but the value bit is not changed.

This means that whatever value the left link has before the set or reset coil, the history bit is always updated.

In the example, a positive edge of the variable C should be recognized and set D for a cycle.

Code line	Behavior in LD	Corresponds to in ST
1	<p>Original situation: C = 0, History bit = 0</p> <p>A = 1, B = 1, C = 1, History bit = 0</p>	<pre>IF A AND B   THEN C := 1; ELSE C := C; END_IF;</pre>
2	<p>A = 1, B = 1, C = 1, History = 1</p>	<pre>IF NOT(A) AND NOT(B)   THEN C := 0; ELSE C := C; END_IF;</pre>
3	<p>C = 1, History = 1 D = 0, as the value bit and history bit of C are identical. The rising edge of C, shown in code line 1, is not recognized by the code in line 2, as this forces the history bit to be updated. (If the condition is FALSE, the present value of C is again assigned to C, see ELSE statement in code line 2 in ST example.)</p>	-

## Execution Sequence and Signal Flow

### Execution Sequence of Networks

The following rules apply to network execution sequences:

- Executing a section is completed network by network based on the object links from above and below.
- Links may not be used to create loops since the sequence of execution in this case cannot be clearly determined. Loops must be created using actual parameters (see *Loop Planning, page 405*).
- The execution sequence of networks which are only linked by the left power rail, is determined by the graphical sequence (from top to bottom) in which these are connected to the left power rail. This does not apply if the sequence is influenced by control elements.
- Processing on a network is ended completely before the processing begins on another network.
- No element of a network is deemed to be processed until the status of all inputs of this element have been processed.
- Processing on a network is only ended if all outputs on this network have been processed. This also applies if the network contains one or more control elements.

### Signal Flow within a Network

For signal flow within a network (rungs), the following rules apply:

- The signal flow for Boolean links is:
  - left to right with horizontal Boolean links and
  - from top to bottom with vertical Boolean links.
- The signal flow with FFB links is from the FFB output to the FFB input, regardless of which direction they are made in.
- An FFB is only processed if all elements (FFB outputs etc.) to which its inputs are linked are processed.
- The execution sequence of FFBs that are linked with various outputs of the same FFB runs from top to bottom.
- The execution sequence of objects is not influenced by their positions within the network.
- The execution sequence for FFBs is represented as execution number by the FFB.

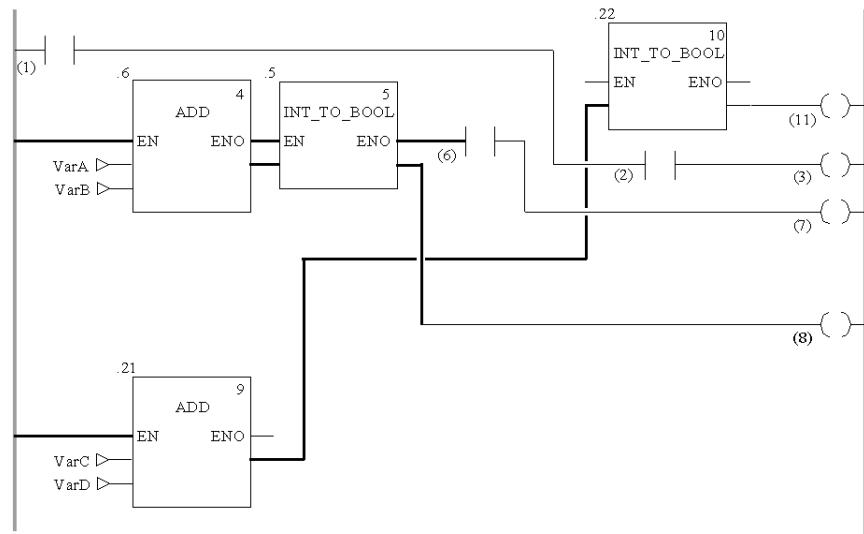
## Priorities

Priorities when defining the signal flow within a section:

Priority	Rule	Description
1	Link	Links have the highest priorities in defining the signal flow within an LD section.
2	Network by Network	Processing on a network is ended completely before the processing begins on another network.
3	Output sequence	Outputs of the same function block or outputs to vertical links are processed from top to bottom.
4	Rung by Rung	Lowest priority. The execution sequence of networks which are only linked by the left power rail, is determined by the graphical sequence (from top to bottom) in which these are connected to the left power rail. (Only applies if none of the other rules apply).

## Example

Example of the execution sequence of objects in an LD section:



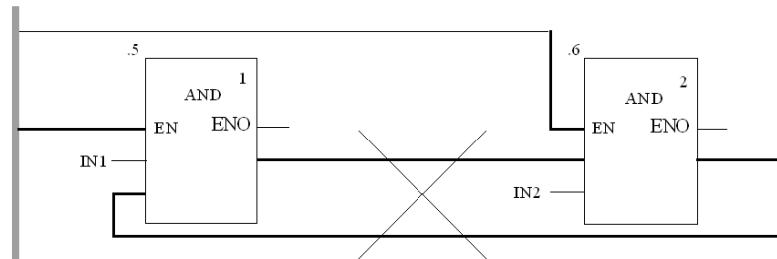
**NOTE:** The execution numbers for contacts and coils is not shown. They are only shown in the graphic to provide a better overview.

## Loop Planning

### Non-Permitted Loops

Creating loops using links alone is not permitted because it is not possible to clearly define the signal flow (the output of one FFB is the input of the next FFB, and the output of this one is the input of the first again).

Non-permitted loops via links:



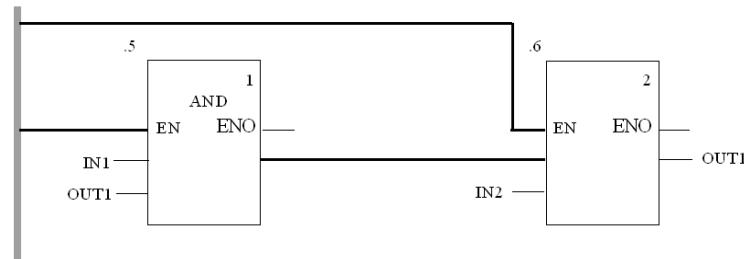
### Generating Via an Actual Parameter

This type of logic must be generated using feedback variables so that the signal flow can be determined.

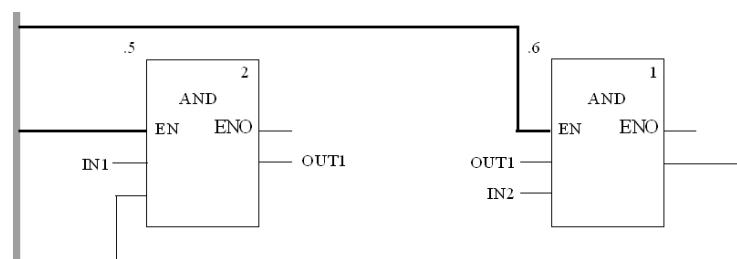
Feedback variables must be initialized. The initial value is used during the first execution of the logic. Once they have been executed the initial value is replaced by the actual value.

Pay attention to the two different types of execution sequences (number in brackets after the instance name) for the two blocks.

Loop generated with an actual parameter: Type 1



Loop generated with an actual parameter: Type 2



## Change Execution Sequence

### Introduction

The order of execution in networks and the execution order of objects within a network are defined by a number of rules (see page 403).

In some cases the execution order suggested by the system should be changed.

The procedure for defining/changing the execution sequence of networks is as follows:

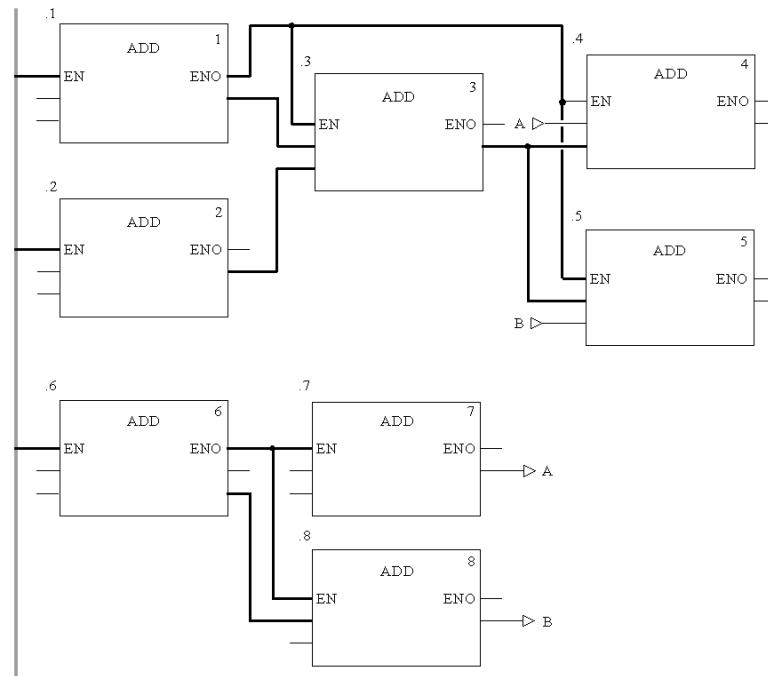
- Using Links Instead of Actual Parameters
- Network Positions

The procedure for defining/changing the execution sequence of networks is as follows:

- Positioning of Objects

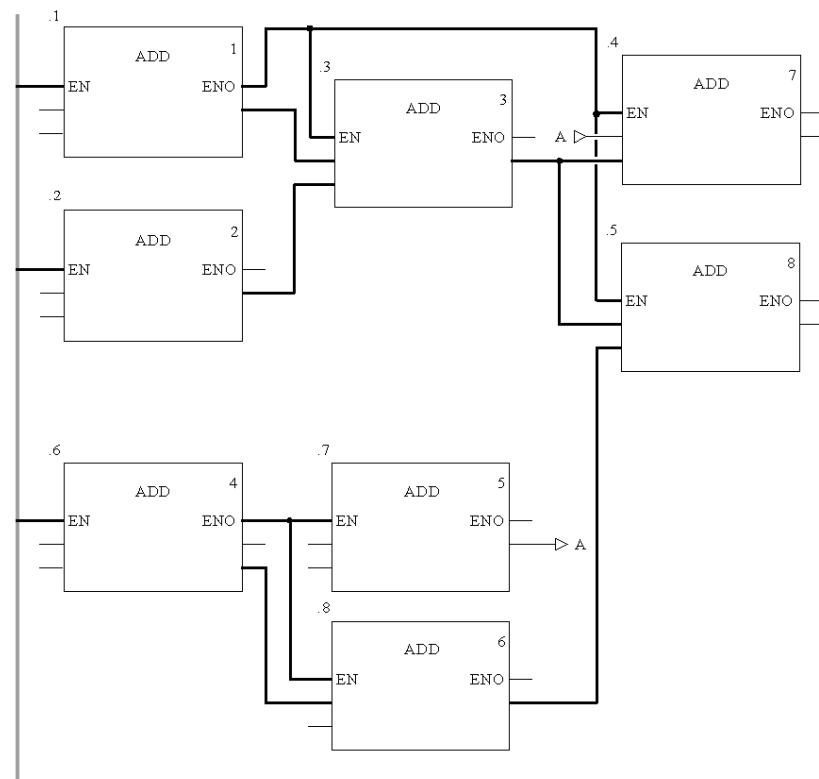
### Original Situation

The following representation shows two networks for which the execution sequences are only defined by their position within the section, without taking into account that block 0.4/0.5 and 0.7/0.8 require another execution sequence.



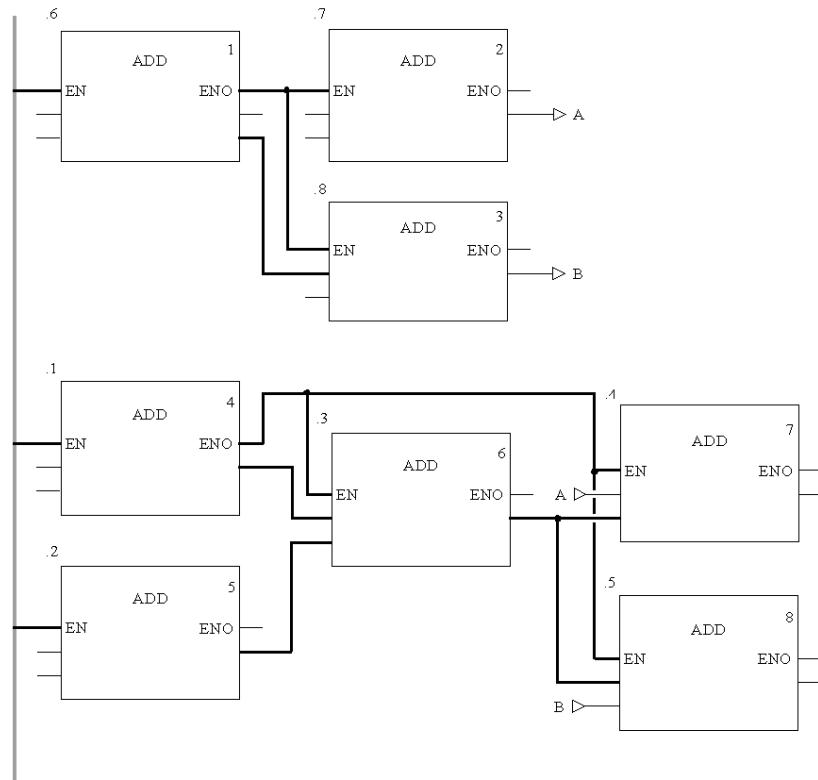
**Link Instead of Actual Parameter**

By using a link instead of a variable the two networks are run in the proper sequence (see also *Original Situation, page 407*).



## Network Positions

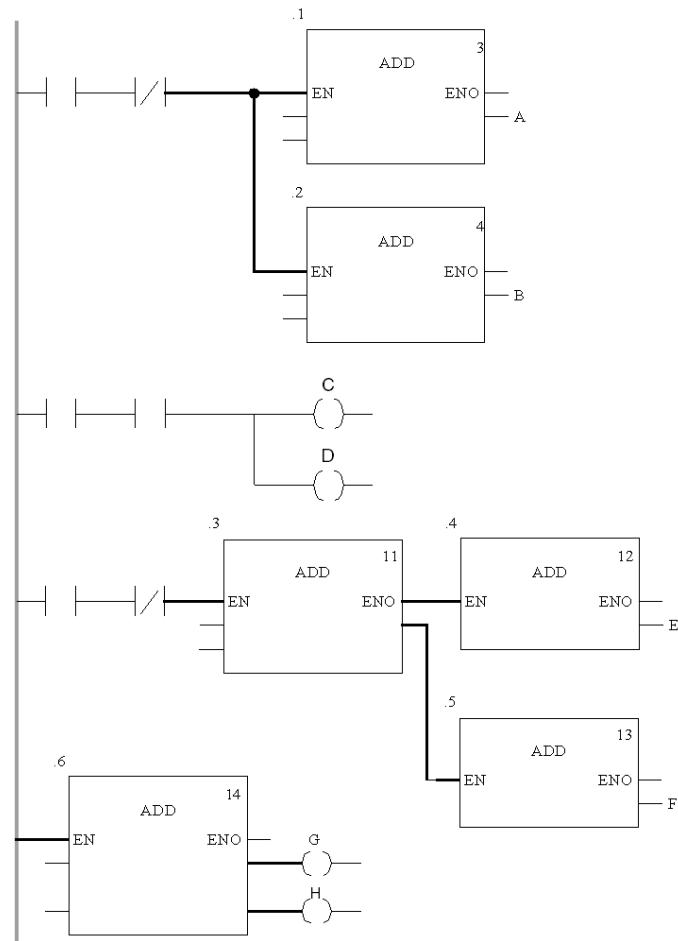
The correct execution sequence can be achieved by changing the position of the networks in the section (see also *Original Situation, page 407*).



## Positioning of Objects

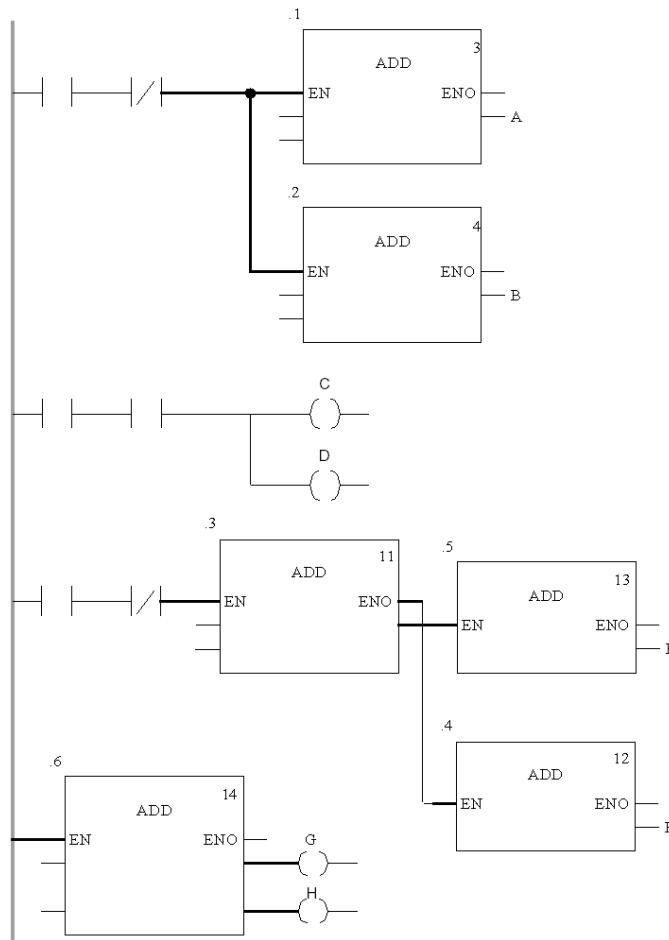
The position of objects can only have an influence on the execution order if several inputs (left link of Contacts/Coils, FFB inputs) are linked with the same output of the object "to be called" (right link of Contacts/Coils, FFB outputs) (see also *Original Situation, page 407*).

Original situation:



In the first network, block positions 0.1 and 0.2 are switched. In this case (common origins for both block inputs) the execution sequence of both blocks is switched as well (processed from top to bottom). The same applies when switching coils C and D in the second network.

In the third network, block positions 0..4 and 0..5 are switched. In this case (different origins for the block inputs) the execution sequence of the blocks is not switched (processed in the sequence that the block outputs are called in). The same applies when switching coils G and H in the last network.





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# SFC Sequence Language

13

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## Overview

This chapter describes the SFC sequence language which conforms to IEC 611311.

### What Is in This Chapter?

This chapter contains the following sections:

Section	Topic	Page
13.1	General Information about SFC Sequence Language	414
13.2	Steps and Macro Steps	420
13.3	Actions and Action Sections	428
13.4	Transitions and Transition Sections	435
13.5	Jump	440
13.6	Link	441
13.7	Branches and Merges	442
13.8	Text Objects	447
13.9	Single-Token	448
13.10	Multi-Token	459

## 13.1 General Information about SFC Sequence Language

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### Overview

This section contains a general overview of the SFC sequence language.

### What Is in This Section?

This section contains the following topics:

Topic	Page
General Information about SFC Sequence Language	415
Link Rules	419

## General Information about SFC Sequence Language

### Introduction

The sequence language SFC (Sequential Function Chart), which conforms to IEC 61131-3, is described in this section.

### Structure of a Sequence Controller

IEC conforming sequential control is created in Unity Pro from SFC sections (top level), transition sections and action sections.

These SFC sections are only allowed in the Master Task of the project. SFC sections cannot be used in other tasks or DFBs.

In Single Token, each SFC section contains exactly one SFC network (sequence).

In Multi-Token, an SFC section can contain one or more independent SFC networks.

### Objects

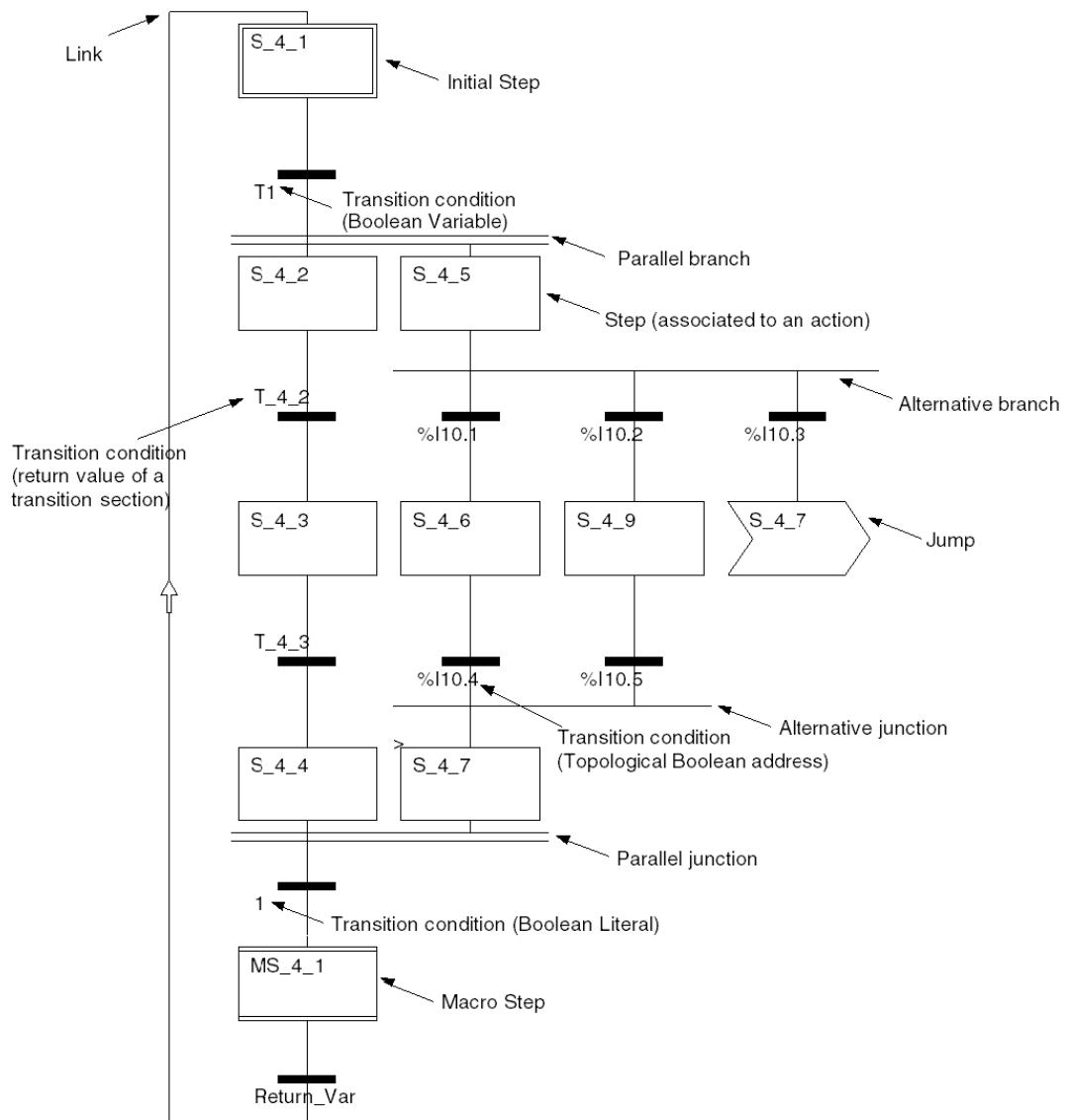
An SFC section provides the following objects for creating a program:

- Step (*see page 421*)
- Macro Step (embedded sub-step) (*see page 424*)
- Transition (transition condition) (*see page 436*)
- Jump (*see page 440*)
- Link (*see page 441*)
- Alternative branch (*see page 443*)
- Alternative junction (*see page 443*)
- Parallel branch (*see page 445*)
- Parallel junction (*see page 445*)

Comments regarding the section logic can be provided using text objects (related topics *Text Object, page 447*).

## Representation of an SFC Section

Appearance:



## Structure of an SFC Section

An SFC section is a "Status Machine", i.e. the status is created by the active step and the transitions pass on the switch/change behavior. Steps and transitions are linked to one another through directional links. Two steps can never be directly linked and must always be separated by a transition. The active signal status processes take place along the directional links and are triggered by switching a transition. The direction of the chain process follows the directional links and runs from the end of the preceding step to the top of the next step. Branches are processed from left to right.

Every step has zero or more actions. A transition condition is necessary for every transition.

The last transition in the chain is always connected to another step in the chain (via a graphic link or jump symbol) to create a closed loop. Step chains are therefore processed cyclically.

### **SFCCHART\_STATE Variable**

When an SFC section is created, it is automatically assigned a variable of data type SFCCHART\_STATE. The variable that is created always has the name of the respective SFC section.

This variable is used to assign the SFC control blocks to the SFC section to be controlled.

## Token Rule

The behavior of an SFC network is greatly affected by the number of tokens selected, i.e. the number of active steps.

Explicit behavior is possible by using one token (single token). (Parallel branches each with an active token [step] per branch as a single token). This corresponds to a step chain as defined in IEC 61131-3).

A step chain with a number of maximum active steps (Multi Token) defined by the user increases the degree of freedom. This reduces/eliminates the restrictions for enforcing unambiguousness and non-blocking and must be guaranteed by the user. Step chains with Multi Token do not conform to IEC 61131-3.

## Section Size

- An SFC section consists of a single-page window.
- Because of performance reasons, it is strongly recommended to create less than 100 SFC sections in a project (makro section are not counted).
- The window has a logical grid of 200 lines and 32 columns.
- Steps, transitions and jumps each require a cell.
- Branches and links do not require their own cells, they are inserted in the respective step or transition cell.
- A maximum of 1024 steps can be placed per SFC section (including all their macro sections).
- A maximum of 100 steps can be active (Multi Token) per SFC section (including all their macro sections) .
- A maximum of 64 steps can be set manually at the same time per SFC section (Multi Token).
- A maximum of 20 actions can be assigned to each SFC step.
- The nesting depth of macros, i.e. macro steps within macro steps, is to 8 levels.

## IEC Conformity

For a description of the extent to which the SFC programming language conforms to IEC, see IEC Conformity (*see page 661*).

## Link Rules

### Link Rules

The table indicates which object outputs can be linked with which object inputs.

From object output of	To object input of
Step	Transition
	Alternative Branch
	Parallel joint
Transition	Step
	Jump
	Parallel Branch
	Alternative joint
Alternative Branch	Transition
Alternative joint	Step
	Jump
	Parallel Branch
	Alternative joint
Parallel Branch	Step
	Jump
	Alternative joint (only with Multi-Token (see page 459))
Parallel joint	Transition
	Alternative branch (only with Multitoken (see page 459))
	Alternative joint

## 13.2 Steps and Macro Steps

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### Overview

This section describes the step and macro step objects of the SFC sequence language.

### What Is in This Section?

This section contains the following topics:

Topic	Page
Step	421
Macro Steps and Macro Sections	424

# Step

## Step Types

The following types of steps exist:

Type	Representation	Description
"Normal" Step		A step becomes active when the previous step becomes inactive (a delay that may be defined must pass) and the upstream transition is satisfied. A step normally becomes inactive when a delay that may be defined passes and the downstream transition is satisfied. For a parallel joint, all previous steps must satisfy these conditions. Zero or more actions belong to every step. Steps without action are known as waiting steps.
Initial step		The initial status of a sequence string is characterized by the initial step. After initializing the project or initializing the sequence string, the initial step is active. Initial steps are not normally assigned with any actions. With Single-Token (Conforming with IEC 61131-3) only one initial step is allowed per sequence. With Multi-Token, a definable number (0 to 100) of initial steps are possible.
Macro Step		See <i>Macro Step, page 424</i>
Input step		see <i>Input Step, page 424</i>
Output step		see <i>Output Step, page 425</i>

## Step Names

When creating a step, it is assigned with a suggested number. The suggested number is structured as follows  $s\_i\_j$ , whereas  $i$  is the (internal) current number of the section and  $j$  is the (internal) current step number in the current section.

You can change the suggested numbers to give you a better overview. Step names (maximum 32 characters) must be unique over the entire project, i.e. no other step, variable or section etc. may exist with the same name. There are no case distinctions. The step name must correspond with the standardized name conventions.

## Step Times

Each step can be assigned a minimum supervision time, a maximum supervision time and a delay time:

- **Minimum Supervision Time**

The minimum supervision time sets the minimum time for which the step should normally be active. If the step becomes inactive before this time has elapsed, an error message is generated. In animation mode, the error is additionally identified by a colored outline (yellow) around the step object.

If no minimum supervision time or a minimum supervision time of 0 is entered, step supervision is not carried out.

The error status remains the same until the step becomes active again.

- **Maximum Supervision Time**

The maximum supervision time specifies the maximum time in which the step should normally be active. If the step is still active after this time has elapsed, an error message is generated. In animation mode, the error is additionally identified by a colored outline (pink) around the step object.

If no maximum supervision time or a maximum supervision time of 0 is entered, step supervision is not carried out.

The error status remains the same until the step becomes inactive.

- **Delay Time**

The delay time (step dwell time) sets the minimum time for which the step must be active.

**NOTE:** The defined times apply for the step only, not for the allocated actions.  
Individual times can be defined for these.

## Setting the Step Times

The following formula is to be used for defining/determining these times:

Delay time < minimum supervision time < maximum supervision time

There are 2 ways to assign the defined values to a step:

- As a duration literal
- Use of the data structure SFCSTEP\_TIMES

## SFCSTEP\_TIMES Variable

Every step can be implicitly allocated a variable of data type `SFCSTEP_TIMES`. The elements for this data structure can be read from and written to (read/write).

The data structure is handled the same as any other data structure, i.e. they can be used in variable declarations and therefore accessing the entire data structure (e.g. as FFB parameter) is possible.

Structure of the Data Structure:

Element Name	Data type	Description
"VarName".delay	TIME	Delay Time
"VarName".min	TIME	Minimum Supervision Time
"VarName".max	TIME	Maximum Supervision Time

## SFCSTEP\_STATE Variable

Every step is implicitly allocated a variable of data type `SFCSTEP_STATE`. This step variable has the name of the allocated step. The elements for this data structure can only be read (read only).

You can see the `SFCSTEP_STATE` variables in the **Data Editor**. The **Comment** for a `SFCSTEP_STATE` variable is the comment entered as a property of the step itself. Please refer to "Defining the properties of steps" (see *Unity Pro, Operating Modes*) in the *Unity Pro Operating Modes Manual*.

The data structure cannot be used in variable declarations. Therefore, accessing the entire data structure (e.g. as FFB parameter) is not possible.

Structure of the Data Structure:

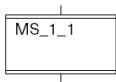
Element Name	Data type	Description
"StepName".t	TIME	Current dwell time in the step. If the step is deactivated, the value of this element is retained until the step is activated again.
"StepName".x	BOOL	1: Step active 0: Step inactive
"StepName".tminErr	BOOL	This element is a supplement to IEC 61131-3. 1: Underflow of minimum supervision time 0: No underflow of minimum supervision time The element is automatically reset in the following cases: <ul style="list-style-type: none"><li>● If the step is activated again</li><li>● If the sequence control is reset</li><li>● If the command button <b>Reset Time Error</b> is activated</li></ul>
"StepName".tmaxErr	BOOL	This element is a supplement to IEC 61131-3. 1: Overflow of maximum supervision time 0: No overflow of maximum supervision time The element is automatically reset in the following cases: <ul style="list-style-type: none"><li>● If the step is exited</li><li>● If the sequence control is reset</li><li>● If the command button <b>Reset Time Error</b> is activated</li></ul>

## Macro Steps and Macro Sections

### Macro Step

Macro steps are used for calling macro sections and thus for hierarchical structuring of sequential controls.

Representation of a Macro Step:



Macro steps have the following properties:

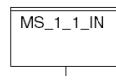
- Macro steps can be positioned in "Sequence Control" sections and in macro sections.
- The number of macro steps is unlimited.
- The nesting depth, i.e. macro steps within macro steps is to 8 levels.
- Each macro step is implicitly allocated a variable of data type `SFCSTEP_STATE`, see *SFCSTEP\_STATE Variable, page 423*.
- Macro steps can be allocated a variable of data type `SFCSTEP_TIMES`, see *SFCSTEP\_TIMES Variable, page 423*.
- Macro steps can NOT be allocated with actions.
- Each macro step can be replaced with the sequence string in the allocated macro section.

Macro steps are a supplement to IEC 61131-3 and must be enabled explicitly.

### Input Step

Every macro section begins with an input step.

Representation of an input step:



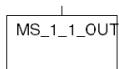
Input steps have the following properties:

- Input steps are automatically placed in macro sections by the SFC editor.
- Only 1 individual input step is placed for each macro section.
- An input step cannot be deleted, copied or inserted manually.
- Each input step is implicitly allocated a variable of data type `SFCSTEP_STATE`, see *SFCSTEP\_STATE Variable, page 423*.
- Input steps can be allocated a variable of data type `SFCSTEP_TIMES`, see *SFCSTEP\_TIMES Variable, page 423*.
- Input steps can be allocated actions.

## Output Step

Every macro section ends with an output step.

Representation of an output step:



Output steps have the following properties:

- Output steps are automatically placed in macro sections by the SFC editor.
- Only 1 individual output step is placed for each macro section.
- An output step cannot be deleted, copied or inserted manually.
- Output steps can NOT be allocated with actions.
- Output steps can only be assigned a delay time. Assigning supervision times is not possible, see *Step Times, page 422*.

## Macro Section

A macro section consists of a single sequence string having principally the same elements as a "sequence control" section (e.g. steps, initial step[s], macro steps, transitions, branches, joints, etc.).

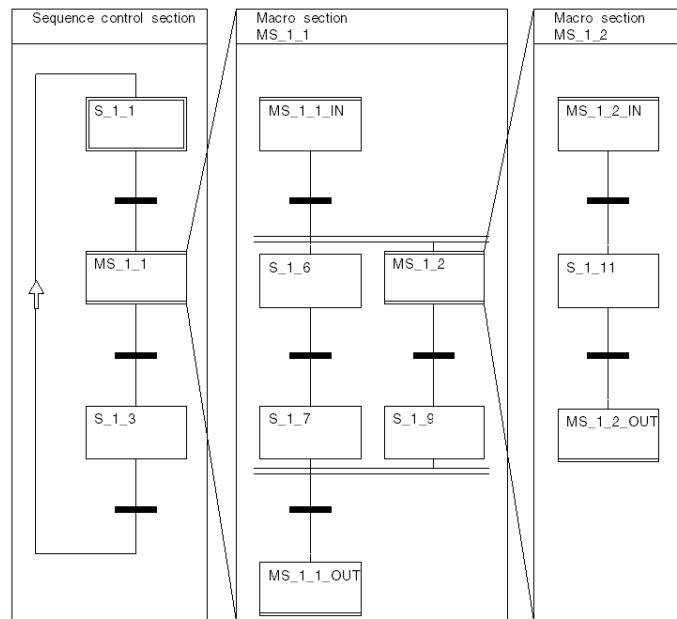
Additionally, each macro section contains an input step at the beginning and an output step at the end.

Each macro step can be replaced with the sequence string in the allocated macro section.

Therefore, macro sections can contain 0, 1 or more initial steps, see also *Step Types, page 421*.

- Single-Token
  - 0 Initial steps  
are used in macro sections, if there is already an initial step in the higher or lower section.
  - 1 Initial step  
is used in macro sections, if there are no initial steps in the higher or lower section.
- Multi-Token  
A maximum of 100 initial steps can be placed per section (including all their macro sections).

### Using macro sections:



The name of the macro section is identical to the name of the macro step that it is called from. If the name of the macro step is changed then the name of the respective macro section is changed automatically.

A macro section can only be used once.

### Macro Step Processing

#### Macro Step Processing:

Phase	Description
1	A macro step is activated if the previous transition condition is TRUE. At the same time, the input step in the macro section is activated.
2	The sequence string of the macro section is processed. The macro step remains active as long as at least one step in the macro section is active.
3	If the output step of the macro section is active then the transitions following the macro step are enabled.
4	The macro step becomes inactive when the output step is activated which causes the following transition conditions to be enabled and the transition condition to be TRUE. At the same time, the output step in the macro section is activated.

## Step Names

When creating a step, it is assigned with a suggested number.

Meanings of the Suggested Numbers:

Step Type	Suggested Number	Description
Macro Step	MS_i_j	MS = Macro Step i = (internal) current (sequential) number of the current section j = (internal) current (sequential) macro step number of the current section
Input step	MS_k_l_IN	MS = Macro Step k = (internal) current (sequential) number of the calling section l = (internal) current (sequential) macro step number of the calling section IN = Input Step
Output step	MS_k_l_OUT	MS = Macro Step k = (internal) current (sequential) number of the calling section l = (internal) current (sequential) macro step number of the calling section OUT = Output Step
"Normal" Step (within a macro section)	S_k_m	S = Step k = (internal) current (sequential) number of the calling section m = (internal) current (sequential) step number of the calling section

You can change the suggested numbers to give you a better overview. Step names (maximum 28 characters for macro step names, maximum 32 characters for step names) must be unique within the entire project, i.e. no other step, variable or section (with the exception of the name of the macro section assigned to the macro step) etc. may exist with the same name. There are no case distinctions. The step name must correspond with the standardized name conventions.

If the name of the macro step is changed then the name of the respective macro section and the steps within it are changed automatically.

For example If MS\_1\_1 is renamed to MyStep then the step names in the macro section are renamed to MyStep\_IN, MyStep\_1, ..., MyStep\_n, MyStep\_OUT.

## 13.3 Actions and Action Sections

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### Overview

This section describes the actions and action sections of the SFC sequence language.

### What Is in This Section?

This section contains the following topics:

Topic	Page
Action	429
Action Section	431
Qualifier	432

## Action

### Introduction

Actions have the following properties:

- An action can be a Boolean variable (action variable (*see page 429*)) or a section (action section (*see page 431*)) of programming language FBD, LD, IL or ST.
- A step can be assigned none or several actions. A step which is assigned no action has a waiting function, i.e. it waits until the assigned transition is completed.
- If more than one action is assigned to a step they are processed in the sequence in which they are positioned in the action list field.

Exception: Independent of their position in the action list field, actions with the qualifier (*see page 432*) `P1` are always processed first and actions with the qualifier `P0` are processed last.

- The control of actions is expressed through the use of qualifiers (*see page 432*).
- A maximum of 20 actions can be assigned to each step.
- The action variable that is assigned to an action can also be used in actions from other steps.
- The action variable can also be used for reading or writing in any other section of the project (multiple assignment).
- Actions that are assigned an qualifier with duration can only be activated one time.
- Only Boolean variables/addresses or Boolean elements of multi-element variables are allowed as action variables.
- Actions have unique names.

The name of the action is either the name of the action variable or the name of the action section.

### Action Variable

The following are authorized as action variables:

- Address of data type `BOOL`  
An action can be assigned to a hardware output using an address. In this case, the action can be used as enable signal for a transition, as input signal in another section and as output signal for the hardware.
- Simple variable or element of a multi-element variable of data type `BOOL`  
The action can be used as an input signal with assistance from a variable in another section.
  - Unlocated Variable  
With unlocated variables, the action can be used as enable signal for a transition and as input signal in another section.
  - Located Variable  
With located variables the action can be used as an enabling signal for a transition, as an input signal in another section and as an output signal for the hardware.

## Action Names

If an address or a variable is used as an action then that name (e.g. %Q10.4, Variable1) is used as the action name.

If an action section is used as an action then the section name is used as the action name.

Action names (maximum 32 characters) must be unique over the entire project, i.e. no other transition, variable or section etc. may exist with the same name. There are no case distinctions. The action name must correspond with the standardized name conventions.

## Action Section

### Introduction

An action section can be created for every action. This is a section which contains the logic of the action and it is automatically linked with the action.

### Name of the Action Section

The name of the action section is always identical to the assigned action, see *Action Names, page 430*.

### Programming Languages

FBD, LD, IL and ST are possible as programming languages for action sections.

### Properties of Action Sections

Action sections have the following properties:

- Action sections can have any amount of outputs.
- Subroutine calls are only possible in action sections when Multitoken operation is enabled.  
**Note:** The called subroutines are **not** affected by the controller of the sequence string, i.e.
  - the qualifier assigned to the called action section does not affect the subroutine
  - the subroutine also remains active when the called step is deactivated
- No diagnosis functions, diagnosis function blocks or diagnosis procedures may be used in action sections.
- Action sections can have any amount of networks.
- Action sections belong to the SFC section in which they were defined and can be assigned any number of actions within this SFC section (including all of their macro sections).
- Action sections which are assigned an qualifier with duration, can only be activated one time.
- Action sections belong to the SFC section that they were defined in. If the respective SFC section is deleted then all action sections of this SFC section are also deleted automatically.
- Action sections can be called exclusively from actions.

## Qualifier

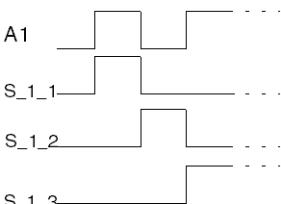
### Introduction

Each action that is linked to a step must have a qualifier which defines the control for that action.

### Available Qualifiers

The following qualifiers are available:

Qualifier	Meaning	Description
N / None	Not Stored	If the step is active then action is 1 and if the step is inactive the action is 0.
R	Overriding reset	The action, which is set in another step with the qualifier S, is reset. The activation of any action can also be prevented. <b>Note:</b> Qualifiers are automatically declared as unbuffered. This means that the value is reset to 0 after stop and cold restart, e.g. when voltage is on/off. Should a buffered output be required, please use the RS or SR function block from the standard block library.

Qualifier	Meaning	Description
S	Set (saved)	<p>The set action remains active, even when the associated step becomes inactive. The action only becomes inactive, when it is reset in another step of the current SFC section, using the qualifier R.</p> <p><b>Note:</b> If an action variable is modified outside of the current SFC section, it may no longer reflect the action's activation state.</p> <div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <pre>graph TD     S1_1[S_1_1] --&gt; S1_2[S_1_2]     S1_2 --&gt; S1_3[S_1_3]     S1_3 --&gt; A1[A1]</pre> </div> <div style="width: 45%;"> <pre>IF S2.x= true THEN     A1:= false; END_IF;</pre> </div> </div>  <p><b>Note:</b> A maximum of 100 actions are permitted using the S qualifier per SFC Section.</p>
L	Time limited	<p>If the step is active, the action is also active. After the process of the time duration, defined manually for the action, the action returns to 0, even if the step is still active. The action also becomes 0 if the step is inactive.</p> <p><b>Note:</b> For this qualifier, an additional duration of data type TIME must be defined.</p>
D	Delayed	<p>If the step is active, the internal timer is started and the action becomes 1 after the process of the time duration, which was defined manually for the action. If the step becomes inactive after that, the action becomes inactive as well. If the step becomes inactive before the internal time has elapsed then the action does not become active.</p> <p><b>Note:</b> For this qualifier, an additional duration of data type TIME must be defined.</p>
P	Pulse	<p>If the step becomes active, the action becomes 1 and this remains for one program cycle, independent of whether or not the step remains active.</p>

Qualifier	Meaning	Description
DS	Delayed and saved	If the step becomes active, the internal timer is started and the action becomes active after the process of the manually defined time duration. The action first becomes inactive again when qualifier R is used for a reset in another step. If the step becomes inactive before the internal time has elapsed then the action does not become active. <b>Note:</b> For this qualifier, an additional duration of data type TIME must be defined.
P1	Pulse (rising edge)	If the step becomes active (0->1-edge), the action becomes 1 and this remains for one program cycle, independent of whether or not the step remains active. <b>Note:</b> Independent of their position in the action list field, actions with the qualifier P1 are always processed first. More information can be found in the Action ( <i>see page 429</i> ) of the SFC sequence language.
P0	Pulse (falling edge)	If the step becomes inactive (1->0-edge), the action becomes 1 and this remains for one program cycle. <b>Note:</b> Independent of their position in the action list field, actions with the qualifier P0 are always processed last. More information can be found in the Action ( <i>see page 429</i> ) of the SFC sequence language.

## 13.4      **Transitions and Transition Sections**

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### **Overview**

This section describes the transition objects and transition sections of the SFC sequence language.

### **What Is in This Section?**

This section contains the following topics:

<b>Topic</b>	<b>Page</b>
Transition	436
Transition Section	438

## Transition

### Introduction

A transition provides the condition through which the checks of one or more pre-transition steps pass on one or more consecutive steps along the corresponding link.

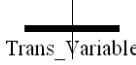
### Transition Condition

Every transition is allocated with a transition condition of data type `BOOL`.

The following are authorized as transition conditions:

- an address (input or output)
- a variable (input or output)
- a Literal or
- a Transition Section (*see page 438*)

The type of transition condition determines the position of the name.

Transition Condition	Position of the Name
● Address ● Variable	
● Literal	
● Transition Section	

### Transition Name

If an address or a variable is used as a transition condition then the transition name is defined with that name (e.g. `%I10.4`, `Variable1`).

If a transition section is used as a transition condition then the section name is used as the transition name.

Transition names (maximum 32 characters) must be unique over the entire project, i.e. no other transition, variable or section (with the exception of the assigned transition section) etc., may exist with the same name. There are no case distinctions. The transition name must correspond with the standardized name conventions.

## Enabling a Transition

A transition is enabled if the steps immediately preceding it are active. Transitions whose immediately preceding steps are not active are not normally analyzed.

**NOTE:** If no transition condition is defined, the transition will never be active.

## Triggering a Transition

A transition is triggered when the transition is enabled and the associated transition conditions are satisfied.

Triggering a transition leads to the disabling (resetting) of all immediately preceding steps that are linked to the transition, followed by the activation of all immediately following steps.

## Trigger Time for a Transition

The transition trigger time (switching time) can theoretically be as short as possible, but can never be zero. The transition trigger time lasts at least the duration of a program cycle.

## Transition Section

### Introduction

For every transition, a transition section can be created. This is a section containing the logic of the transition condition and it is automatically linked with the transition.

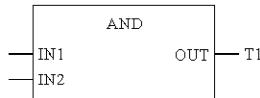
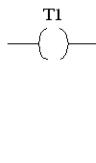
### Name of Transition Section

The name of the transition section is always identical to the assigned transition, see *Transition Name, page 436*.

### Programming Languages

FBD, LD, IL and ST are possible as programming languages for transition sections.

Suggested Networks for Transition Section:

Language	Suggested Network	Description
FBD		<p>The suggested network contains an AND block with 2 inputs for which the output is linked with a variable having the name of the transition section.</p> <p>The suggested block can either be linked or it can be deleted if desired.</p>
LD		<p>The suggested network contains a coil which is linked with a variable having the name of the transition section.</p> <p>The suggested coil can either be linked or it can be deleted if desired.</p>
IL	-	<p>The suggested network is empty.</p> <p>The content may only be created of Boolean logic. The assignment of the logic result on the output (the transition variable) is done automatically, i.e. the memory assignment ST is not allowed.</p> <p>Example:</p> <pre>LD A AND B</pre>

Language	Suggested Network	Description
ST	-	<p>The suggested network is empty.</p> <p>The content may only be created of Boolean logic in the form of a (nested) expression. The assignment of the logic result on the output (the transition variable) is done automatically, i.e. the instruction assignment <code>:=</code> is not allowed. The expression is not terminated by a semicolon (<code>;</code>).</p> <p>Example:</p> <pre>A AND B or A AND (WORD_TO_BOOL (B))</pre>

## Properties of Transition Sections

Transition sections have the following properties:

- Transition sections only have one single output (transition variable), whose data type is `BOOL`. The name of these variables are identical to the names of the transition sections.
- The transition variable can only be used once in written form.
- The transition variable can be read in any position within the project.
- Only functions can be used, function blocks or procedures cannot.
- Only one coil may be used in LD.
- There is only one network, i.e. all functions used are linked with each other either directly or indirectly.
- Transition sections can only be used once.
- Transition sections belong to the SFC section in which they were defined. If the respective SFC section is deleted then all transition sections of this SFC section are also deleted automatically.
- Transition sections can be called exclusively from transitions.

## 13.5 Jump

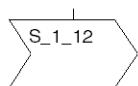
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### Jump

#### General

Jumps are used to indicate directional links that are not represented in their full length.

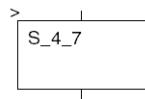
Representation of a jump:



#### Properties of Jumps

Jumps have the following properties:

- More than one jump may have the same target step.
- In accordance with IEC 61131-3, jumps into a parallel sequence (*see page 445*) or out of a parallel sequence are not possible.  
If it should also be used again then it must be enabled explicitly.
- With jumps, there is a difference between a Sequence Jump (*see page 451*) and a Sequence Loop (*see page 452*).
- The jump target is indicated by the jump target symbol (>).



#### Jump Name

Jumps do not actually have their own names. Instead, the name of the target step (jump target) is shown inside of the jump symbol.

## 13.6 Link

---

### Link

#### Introduction

Links connect steps and transitions, transitions and steps etc.

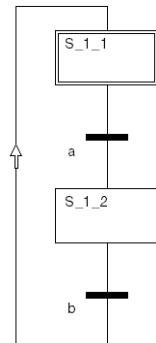
#### Properties of Links

Links have the following properties:

- Links between objects of the same type (step with step, transition with transition, etc.) are not possible
- Links are possible between:
  - unlinked object outputs and
  - unlinked or linked step inputs  
(i.e. multiple step inputs can be linked)
- Overlapping links and other SFC objects (step, transition, jump, etc.) is not possible
- Overlapping links and links is possible
- Crossing links with links is possible and is indicated by a "broken" link:



- Links consist of vertical and horizontal segments
- Standard signal flow in a sequence string is from top to bottom. To create a loop however, links can be made from below to a step above. This applies to links from transitions, parallel branches or alternative joints to a step. In these cases, the direction of the link is indicated with an arrow symbol:



- With links, there is a difference between a String Jump (*see page 451*) and a String Loop (*see page 452*)

## 13.7 Branches and Merges

---

### Overview

This section describes the branch and merge objects of the SFC sequence language.

### What Is in This Section?

This section contains the following topics:

Topic	Page
Alternative Branches and Alternative Joints	443
Parallel Branch and Parallel Joint	445

## Alternative Branches and Alternative Joints

### Introduction

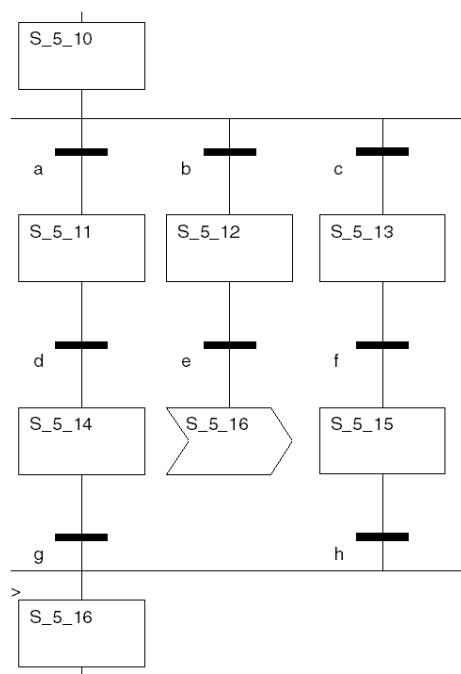
The alternative branch offers the possibility to program branches conditionally in the control flow of the SFC structure.

With alternative branches, as many transitions follow a step under the horizontal line as there are different processes.

All alternative branches are run together into a single branch again with alternative joints or Jumps (see page 440) where they are processed further.

### Example of an Alternative Sequence

Example of an Alternative Sequence



## Properties of an Alternative Sequence

The properties of an alternative sequence mainly depend on whether the sequence control is operating in single token or multi-token mode.

See

- Properties of an Alternative Sequence in Single Token (*see page 450*)
- Properties of an Alternative Sequence in Multi Token (*see page 462*)

## Parallel Branch and Parallel Joint

### Introduction

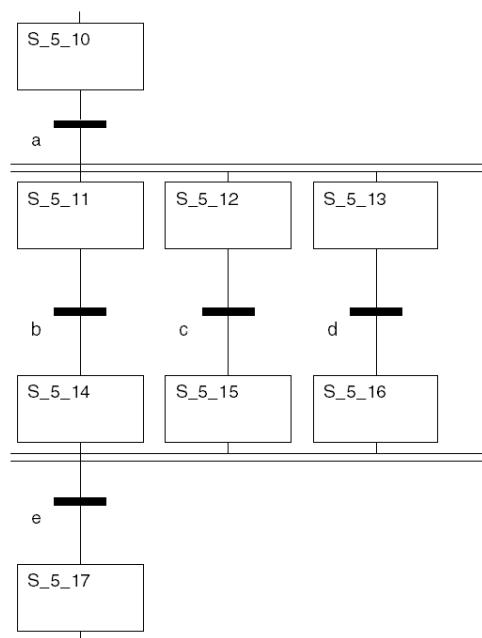
With parallel branches, switching a single transition leads to a parallel activation of more than one (maximum 32) step (branches). Execution is from left to right. After this common activation, the individual branches are processed independently from one another.

All parallel branches are grouped using a parallel joint according to IEC 61131-1. The transition following a parallel joint is evaluated when all the immediately preceding steps of the parallel joint have been set.

Combining a parallel branch with an alternative joint is only possible in Multi-Token (*see page 465*) operation.

### Example of a Parallel Sequence

Example of a Parallel Sequence



## Properties of a Parallel Sequence

see

- Properties of a Parallel Sequence in Single Token (*see page 450*)
- Properties of a Parallel Sequence in Multi-Token (*see page 462*)

## 13.8 Text Objects

---

### Text Object

#### Introduction

Text can be positioned in the form of text objects using SFC sequence language. The size of these text objects depends on the length of the text. This text object is at least the size of a cell and can be vertically and horizontally enlarged to other cells according to the size of the text. Text objects can overlap with other SFC objects.

## 13.9 Single-Token

---

### Overview

This section describes the "Single-Token" operating mode for sequence controls.

### What Is in This Section?

This section contains the following topics:

Topic	Page
Execution Sequence Single-Token	449
Alternative String	450
Sequence Jumps and Sequence Loops	451
Parallel Strings	454
Asymmetric Parallel String Selection	456

## Execution Sequence Single-Token

### Description

The following rules apply for single token:

- The original situation is defined by the initial step. The sequence string contains 1 initial step only.
- Only one step is ever active in the sequence string. The only exceptions are parallel branches in which one step is active per branch.
- The active signal status processes take place along the directional links, triggered by switching one or more transitions. The direction of the string process follows the directional links and runs from the under side of the predecessor step to the top side of the successive step.
- A transition is enabled if the steps immediately preceding it are active. Transitions whose immediately preceding steps are not active are not normally analyzed.
- A transition is triggered when the transition is enabled and the associated transition conditions are satisfied.
- Triggering a transition leads to the disabling (resetting) of all immediately preceding steps that are linked to the transition, followed by the activation of all immediately following steps.
- If more than one transition condition in a row of sequential steps has been satisfied then one step is processed per cycle.
- Steps cannot be activated or deactivated by other non-SFC sections.
- The use of macro steps is possible.
- Only one branch is ever active in alternative branches. The branch to be run is determined by the result of the transition conditions of the transitions that follow the alternative branch. If a transition condition is satisfied, the remaining transitions are no longer processed. The branch with the satisfied transition is activated. This gives rise to a left to right priority for branches. All alternative branches are combined at the end by an alternative joint or jumps.
- With parallel branches, switching a single transition leads to the activation of more than one step (branch). After this common activation, the individual branches are processed independent of one another. All parallel branches are combined at the end by a parallel joint. Jumps into a parallel branch or out of a parallel branch are not possible.

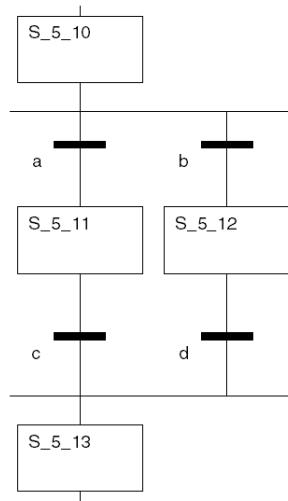
## Alternative String

### Alternative Strings

According to IEC 61131-3, only one switch (1-off-n-select) can be made from the transitions. The branch to be run is determined by the result of the transition conditions of the transitions that follow the alternative branch. Branch transitions are processed from left to right. If a transition condition is satisfied, the remaining transitions are no longer processed. The branch with the satisfied transition is activated. This results in a left to right priority for branches.

If none of the transitions are switched, the step that is currently set remains set.

Alternative Strings:



If...	Then
If S_5_10 is active and transition condition a is true (independent of b),	then a sequence is run from S_5_10 to S_5_11.
If S_5_10 is active and transition condition b is true and a is false,	then a sequence is run from S_5_10 to S_5_12.

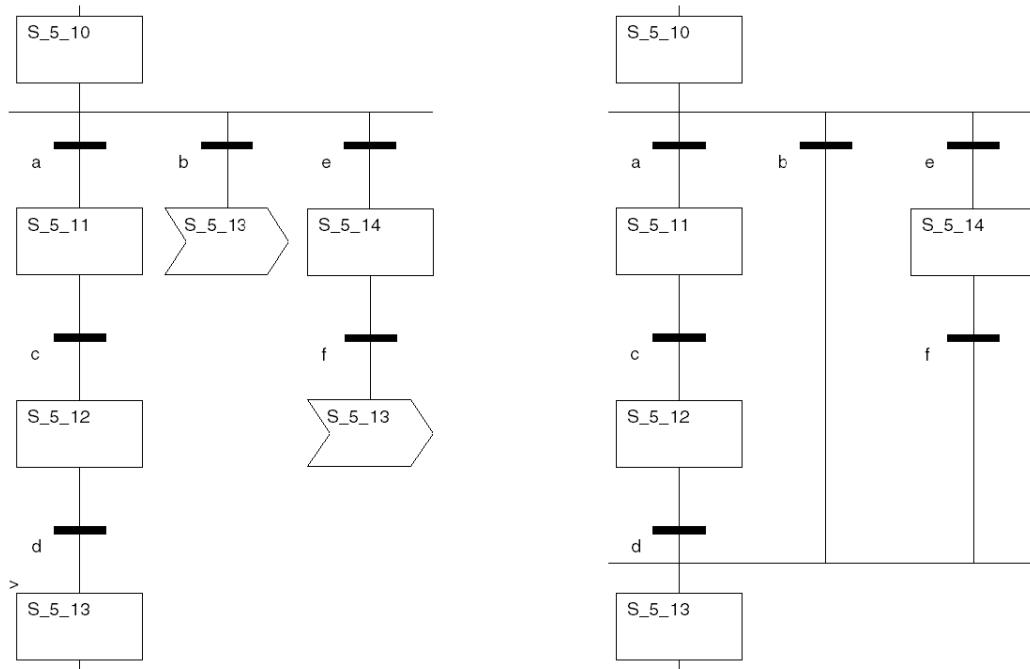
## Sequence Jumps and Sequence Loops

### Sequence Jump

A sequence jump is a special type of alternative branch that can be used to skip several steps of a sequence.

A sequence jump can be made with jumps or with links.

Sequence jump:



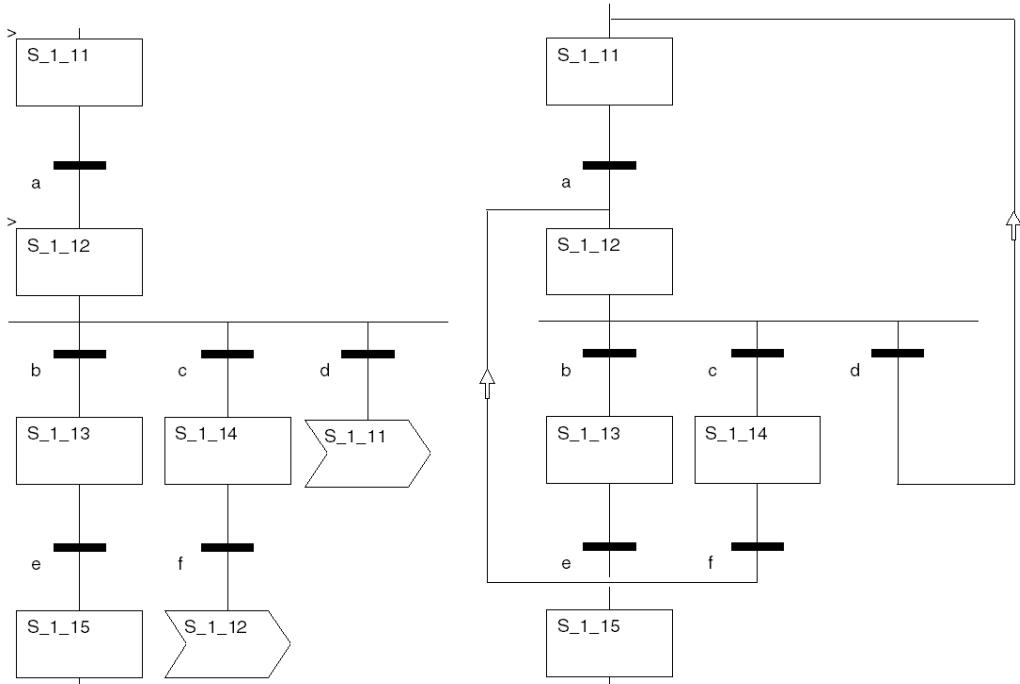
If...	Then
If transition condition a is true,	then a sequence is run from S_5_10 to S_5_11, S_5_12 and S_5_13.
If transition condition b is true,	then a jump is made from S_5_10 directly to S_5_13.
If transition condition e is true,	then a sequence is run from S_5_10 to S_5_14 and S_5_13.

## Sequence Loop

A sequence loop is a special type of alternative branch with which one or more branches lead back to a previous step.

A sequence loop can be made with jumps or with links.

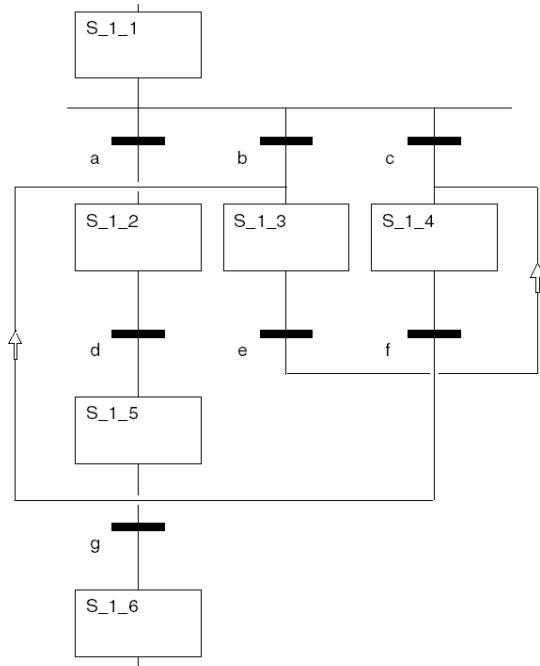
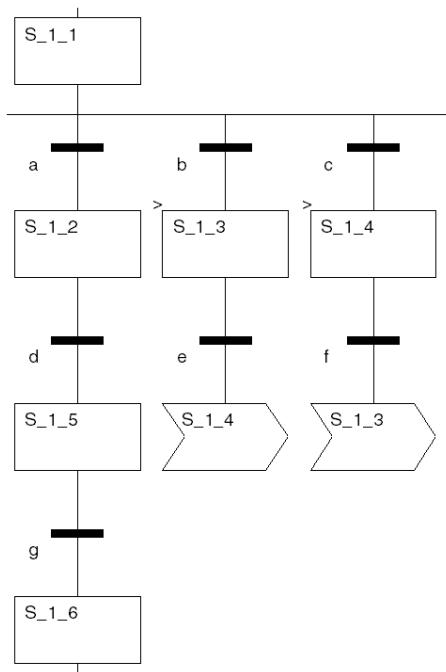
Sequence loop:



If...	Then
If transition condition a is true,	then a sequence runs from S_1_11 to S_1_12.
If transition condition b is true,	then a sequence runs from S_1_12 to S_1_13.
If transition condition b is false and c is true,	then a sequence runs from S_1_12 to S_1_14.
If transition condition f is true,	then a jump is made from S_1_14 back to S_1_12.
The loop from S_1_12 by means of transition conditions c and f back to S_1_12 is repeated until transition condition b is true or c is false and d is true.	
If transition conditions b and c are false and d is true,	then a jump is made from S_1_12 directly back to S_1_11.
The loop from S_1_11 to S_1_12 and back to S_1_11 via transition conditions a and d is repeated until transition condition b or c is true.	

Infinite sequence loops are not permitted within an alternative sequence.

Infinite sequence loops:



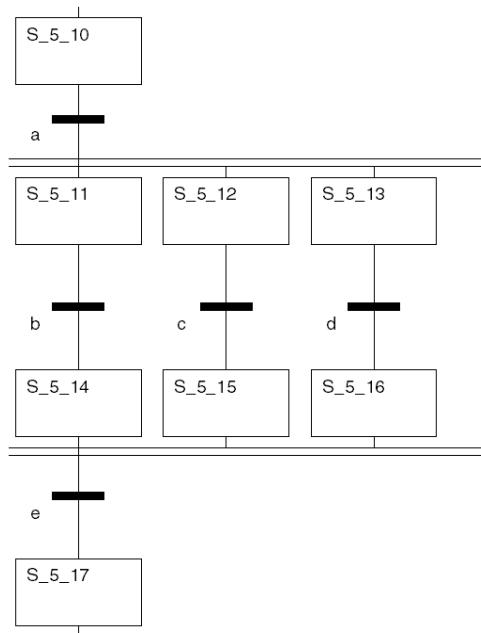
If...	Then
If transition condition <b>b</b> is true,	then a sequence runs from <b>S_1_1</b> to <b>S_1_3</b> .
If transition condition <b>e</b> is true,	then a jump is made to <b>S_1_4</b> .
If transition condition <b>f</b> is true,	then a jump is made to <b>S_1_3</b> .
The loop from <b>S_1_3</b> via transition condition <b>e</b> , to <b>S_1_4</b> via transition condition <b>f</b> and a jump back to <b>S_1_3</b> again, is now repeated infinitely.	

## Parallel Strings

### Parallel Strings

With parallel branches, switching a single transition leads to a parallel activation of more than one (maximum 32) steps (branches). This applies with Single-Token as well as with Multi-Token.

Processing Parallel Strings:

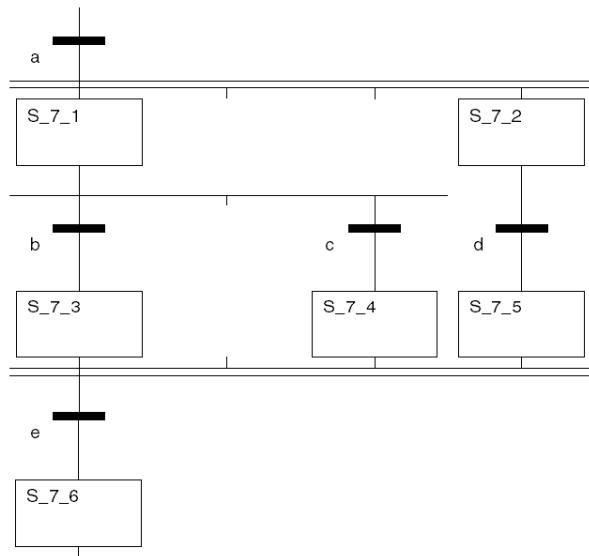


If...	Then
If S_5_10 is active and transition condition a, which belongs to the common transition, is also true,	then a sequence runs from S_5_10 to S_5_11, S_5_12 and S_5_13.
If steps S_5_11, S_5_12 and S_5_13 are activated,	then the strings run independently of one another.
If S_5_14, S_5_15 and S_5_16 are active at the same time and transition condition e, which belongs to the common transition, is true,	then a sequence is run from S_5_14, S_5_15 and S_5_16 to S_5_17.

## Using an Alternative Branch in a Parallel String

If a single alternative branch is used in a parallel string, it leads to blocking the string with Single-Token.

Using an Alternative Branch in a Parallel String:



If...	Then
If transition condition <b>a</b> is true,	then a sequence is run to <b>S_7_1</b> and <b>S_7_2</b> .
If steps <b>S_7_1</b> and <b>S_7_2</b> are activated,	then the strings run independently of one another.
If transition condition <b>d</b> is true,	then a sequence runs to <b>S_7_5</b> .
If transition condition <b>b</b> is true and <b>c</b> is false,	then a sequence runs to <b>S_7_3</b> .
Since <b>S_7_3</b> , <b>S_7_4</b> and <b>S_7_5</b> are linked with a parallel merge, no sequence can follow to <b>S_7_6</b> because <b>S_7_3</b> and <b>S_7_4</b> can never be active at the same time. (Either <b>S_7_3</b> is activated with transition condition <b>b</b> or <b>S_7_4</b> with transition condition <b>c</b> , never both at the same time.)	
Therefore <b>S_7_3</b> , <b>S_7_4</b> and <b>S_7_5</b> can never be active at the same time either. The string is blocked. The same problem occurs if transition condition <b>b</b> is false and <b>c</b> is true when entering the alternative branch.	

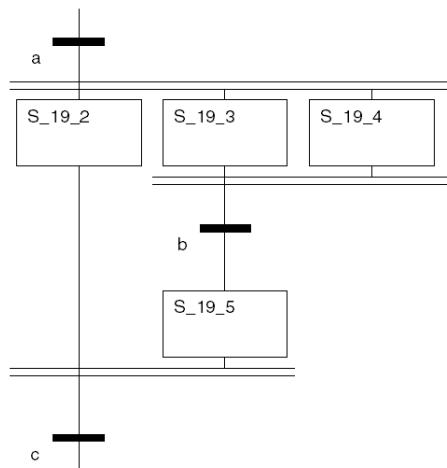
## Asymmetric Parallel String Selection

### Introduction

According to IEC 61131-3, a parallel branch must always be terminated with a parallel merge. The number of parallel branches must not coincide with the number of parallel merges however.

### Greater Amount of Merges

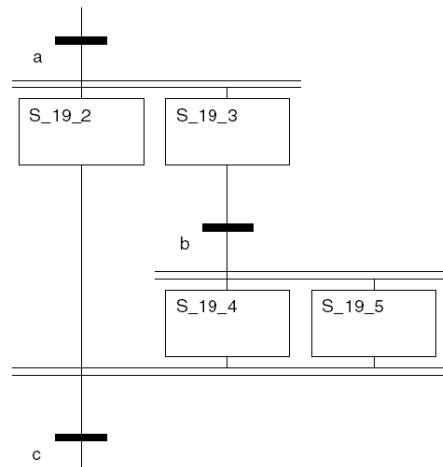
String with 1 Parallel Branch and 2 Parallel Merges:



If...	Then
If transition condition a is true,	then a sequence runs to S_19_2, S_19_3 and S_19_4.
If steps S_19_2, S_19_3 and S_19_4 are activated,	then the strings run independently of one another.
If transition condition b is true,	then a sequence runs to S_19_5.
If steps S_19_2 and S_19_5 are active and transition condition c, is true,	then the parallel string is departed.

## Greater Amount of Branches

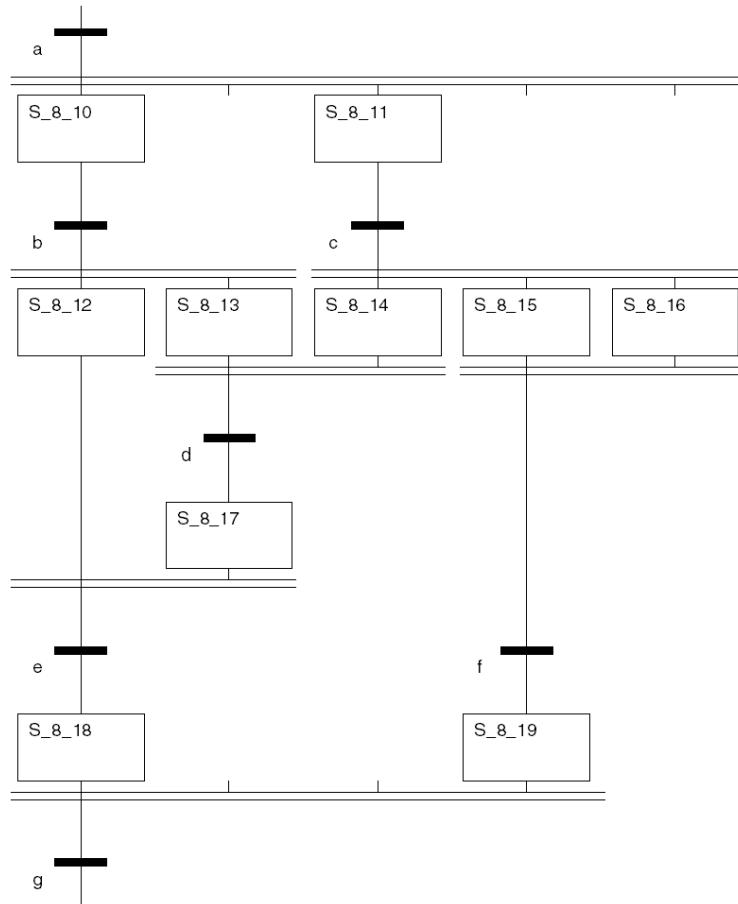
String with 2 Parallel Branches and 1 Parallel Merge:



If...	Then
If transition condition a is true,	then a sequence runs to S_19_2 and S_19_3.
If steps S_19_2 and S_19_3 are activated,	then the strings run independently of one another.
If transition condition b is true,	then a sequence runs to S_19_4 and S_19_5.
If steps S_19_4 and S_19_5 are activated,	then the strings run independently of one another.
If steps S_19_2, S_19_4 and S_19_5 are active and transition condition c is true,	then the parallel string is departed.

## Nested Parallel Strings

Nested Parallel Strings:



If...	Then
If transition condition <b>a</b> is true,	then a sequence runs to <b>S_8_10</b> and <b>S_8_11</b> .
If transition condition <b>b</b> is true,	then a sequence runs to <b>S_8_12</b> and <b>S_8_13</b> .
If transition condition <b>c</b> is true,	then a sequence runs to <b>S_8_14</b> , <b>S_8_15</b> and <b>S_8_16</b> .
If steps <b>S_8_13</b> and <b>S_8_14</b> are active and transition condition <b>d</b> , is true,	then a sequence runs to <b>S_8_17</b> .
If steps <b>S_8_12</b> and <b>S_8_17</b> are active and transition condition <b>e</b> , is true,	then a sequence runs to <b>S_8_18</b> .
...	...

## 13.10 Multi-Token

---

### Overview

This section describes the "Multi-Token" operating mode for sequence controls.

### What Is in This Section?

This section contains the following topics:

Topic	Page
Multi-Token Execution Sequence	460
Alternative String	462
Parallel Strings	465
Jump into a Parallel String	469
Jump out of a Parallel String	470

## Multi-Token Execution Sequence

### Description

The following rules apply for Multi-Token:

- The original situation is defined in a number of initial steps (0 to 100) which can be defined.
- A number of steps which can be freely defined can be active at the same time in a sequence string.
- The active signal status processes take place along the directional links, triggered by switching one or more transitions. The direction of the string process follows the directional links and runs from the under side of the predecessor step to the top side of the successive step.
- A transition is enabled if the steps immediately preceding it are active. Transitions whose immediately preceding steps are not active are not analyzed.
- A transition is triggered when the transition is enabled and the associated transition conditions are satisfied.
- Triggering a transition leads to the disabling (resetting) of all immediately preceding steps that are linked to the transition, followed by the activation of all immediately following steps.
- If more than one transition condition in a row of sequential steps has been satisfied then one step is processed per cycle.
- Steps and macro steps can be activated or deactivated by other non-SFC sections or by user operations.
- If an active step is activated and deactivated at the same time then the step remains active.
- The use of macro steps is possible. Whereas the macro step section can also contain initial steps.
- More than one branch can be active with alternative branches. The branches to be run are determined by the result of the transition conditions of the transitions that follow the alternative branch. Branch transitions are processed in parallel. The branches with satisfied transitions are activated. All alternative branches do not have to be combined at the end by an alternative joint or jumps.
- If jumps are to be made into a parallel branch or out of a parallel branch then this option can be enabled. All parallel branches do not have to be combined at the end by a parallel joint in this case.
- Subroutine calls be used in an action section.
- Multiple tokens can be created with:
  - Multiple initial steps
  - Alternative or parallel branches that are not terminated
  - Jumps in combination with alternative and parallel strings
  - Activation of steps using the SFC control block `SETSTEP` from a non -SFC section or with SFC control instructions

- Tokens can be ended with:
  - Simultaneous meeting of two or more tokens in a step
  - Deactivation of steps using the SFC control block `RESETSTEP` from a non - SFC section or with SFC control instructions

## Alternative String

### Alternative Strings

The user can define the behavior for the evaluation of transition conditions in alternative branches with Multi-Token.

The following are possible:

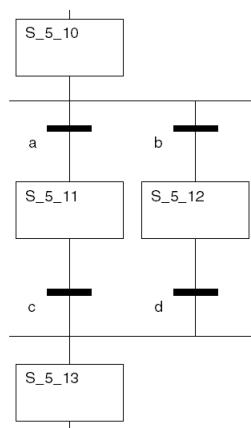
- Processing is from left to right with a stop after the first active transition (1-off-n-select). This corresponds with the behavior of alternative strings with Single-Token (*see page 450*).
- Parallel processing of all transitions of the alternative branch (x-off-n-select)

#### x-off-n-select

With Multi-Token, more than one parallel switch can be made from the transitions (1-off-n-select). The branches to be run are determined by the result of the transition conditions of the transitions that follow the alternative branch. The transitions of the branches are all processed. All branches with satisfied transitions are activated.

If none of the transitions are switched, the step that is currently set remains set.

x-off-n-select:



If...	Then
If S_5_10 is active and transition condition a is true and b is false,	then a sequence is run from S_5_10 to S_5_11.
If S_5_10 is active and transition condition a is false and b is true,	then a sequence is run from S_5_10 to S_5_12.
If S_5_10 is active and transition conditions a and b are true,	then a sequence is run from S_5_10 to S_5_11 and S_5_12.

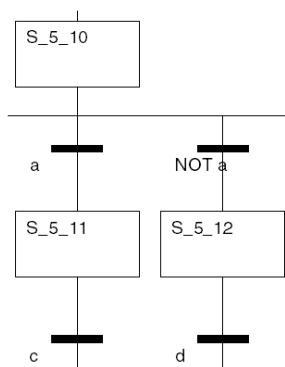
A second token is created by the parallel activation of the two alternative branches. These two tokens are now running parallel to one another, i.e. S\_5\_11 and S\_5\_12 are active at the same time.

<b>Token 1 (S_5_11)</b>		<b>Token 2 (S_5_12)</b>	
If...	Then	If...	Then
If the transition condition c is true,	then a sequence is run from S_5_11 to S_5_13.	If transition condition d is true,	then a sequence is run from S_5_12 to S_5_13.

If S\_5\_13 is still active (token 1) because of the activation of transition condition c, then token 2 is ended and the string will be further processed as Single-Token. If S\_5\_13 is no longer active (token 1), then it is reactivated by token 2 and both tokens continue running parallel (Multi-Token).

If alternative branches should only be switched exclusively in this mode of operation, then this must be defined explicitly with the transition logic.

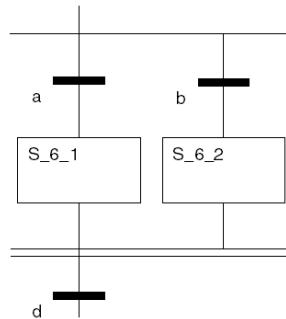
Example:



### Terminating an Alternative Branch with a Parallel Merge

If a parallel merge is used to terminate an alternative branch, it may block the string.

Terminating an Alternative Branch with a Parallel Merge:



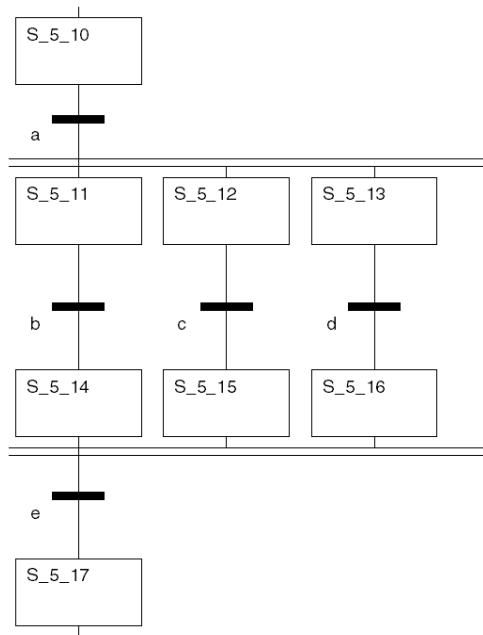
If...	Then
If transition condition <b>a</b> is true and <b>b</b> is false,	then a sequence runs to <b>S_6_1</b> . Since <b>S_6_1</b> and <b>S_6_2</b> are linked by a parallel merge, the branch cannot be departed because <b>S_6_1</b> and <b>S_6_2</b> can never be active at the same time. (Either <b>S_6_1</b> is activated with transition condition <b>a</b> or <b>S_6_2</b> with transition condition <b>b</b> .) Therefore <b>S_6_1</b> and <b>S_6_2</b> can never be active at the same time either. The string is blocked. This block can be removed, for example, by a second timed token that runs via transition <b>b</b> .

## Parallel Strings

### Parallel Strings

With parallel branches, switching a single transition leads to a parallel activation of more than one (maximum 32) steps (branches). This applies with Single-Token as well as with Multi-Token

Processing Parallel Strings:

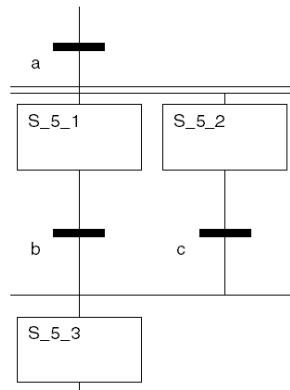


If...	Then
If S_5_10 is active and transition condition a, which belongs to the common transition, is also true,	then a sequence runs from S_5_10 to S_5_11, S_5_12 and S_5_13.
If steps S_5_11, S_5_12 and S_5_13 are activated,	then the strings run independently of one another.
If S_5_14, S_5_15 and S_5_16 are active at the same time and transition condition e, which belongs to the common transition, is true,	then a sequence is run from S_5_14, S_5_15 and S_5_16 to S_5_17.

## Terminating a Parallel Branch with an Alternative Merge

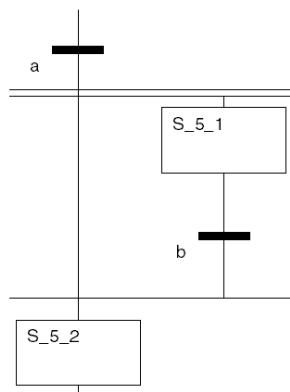
Terminating a parallel branch can also be done with an alternative merge instead of a parallel merge with Multi-Token.

Terminating a Parallel String with an Alternative Branch (variation 1):



If...	Then
If the transition condition <b>a</b> is true,	then a sequence runs to <b>S_5_1</b> and <b>S_5_2</b> .
If steps <b>S_5_1</b> and <b>S_5_2</b> are activated,	then the strings run independently of one another.
If transition condition <b>b</b> is true and <b>c</b> is false,	then a sequence runs to <b>S_5_3</b> .
A second token is created by the sequence running on the alternative merge out of the parallel string. The two tokens are running parallel to one another, i.e. <b>S_5_2</b> and <b>S_5_3</b> are active at the same time.	
Token 1 ( <b>S_5_3</b> )	
If...	Then
Step <b>S_5_3</b> is active.	Step <b>S_5_2</b> is active.
	If the transition condition <b>c</b> is true, then a sequence runs to <b>S_5_3</b> .
If <b>S_5_3</b> is still active (token 1) then token 2 is ended and the string is further processed as Single-Token. If <b>S_5_3</b> is no longer active (token 1), then it is reactivated by token 2 and both tokens continue running parallel (Multi-Token).	

## Terminating a Parallel String with an Alternative Branch (variation 2):

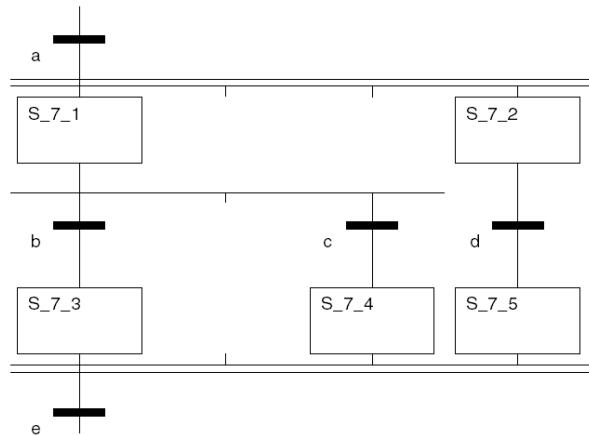


If...	Then		
If the transition condition a is true,	then a sequence runs to S_5_1 and S_5_2.		
A second token is created by the sequence running on the alternative merge out of the parallel string. These two tokens are now running parallel to one another, i.e. S_5_1 and S_5_2 are active at the same time.			
Token 1 (S_5_2)		Token 2 (S_5_1)	
If...	Then	If...	Then
Step S_5_2 is active.		Step S_5_1 is active.	
		If transition condition b is true,	then a sequence runs to S_5_2.
If S_5_2 is still active (token 1) then token 2 is ended and the string is further processed as Single-Token. If S_5_2 is no longer active (token 1), then it is reactivated by token 2 and both tokens continue running parallel (Multi-Token).			

## Using an Alternative Branch in a Parallel String

If one single alternative branch is used in a parallel string, it may block the string.

Using an Alternative Branch in a Parallel String:



If...	Then
If transition condition <b>a</b> is true,	then a sequence is run to <b>S_7_1</b> and <b>S_7_2</b> .
If steps <b>S_7_1</b> and <b>S_7_2</b> are activated,	then the strings run independently of one another.
If transition condition <b>d</b> is true,	then a sequence runs to <b>S_7_5</b> .
If transition condition <b>b</b> is true,	then a sequence runs to <b>S_7_3</b> .
Since <b>S_7_3</b> , <b>S_7_4</b> and <b>S_7_5</b> are linked by a parallel merge, the parallel string cannot be departed because <b>S_7_3</b> and <b>S_7_4</b> can never be active at the same time. (Either <b>S_7_3</b> is activated with transition condition <b>b</b> or <b>S_7_4</b> with transition condition <b>c</b> ). Therefore <b>S_7_3</b> , <b>S_7_4</b> and <b>S_7_5</b> cannot be active at the same time either. The string is blocked. This block can be removed for example, by a second timed token that runs via transition <b>c</b> .	

## Jump into a Parallel String

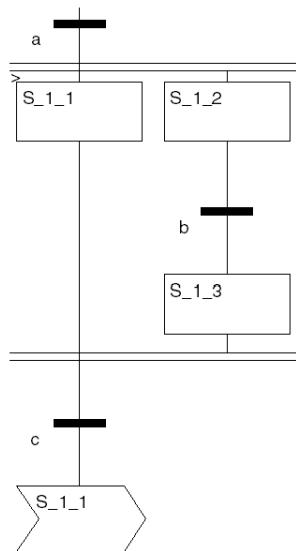
### Description

The ability to jump into a parallel string or out of a parallel string can be enabled optionally with multi-token

A jump into a parallel string does not activate all branches. Since the transition after the parallel joint is only evaluated if all steps which directly precede the transition are set, the parallel string can no longer be departed, the string is blocking.

### Jump into a Parallel String

Jump into a Parallel String



If...	Then
If the transition condition a is true,	then a sequence runs to S_1_1 and S_1_2.
If steps S_1_1 and S_1_2 are activated,	then the strings run independently of one another.
If S_1_2 is active and transition condition b, is true,	then a sequence runs from S_1_2 to S_1_3.
If S_1_1 and S_1_3 are active and transition condition c, which belongs to the common transition, is true,	then a sequence runs from S_1_1 and S_1_3 to a jump to S_1_1.
If S_1_1 is activated by the jump,	then only the branch from S_1_1 is active. The branch from S_1_2 is not active.
Since S_1_1 and S_1_3 are not active at the same time, the string cannot continue. The string is blocked. This block can removed by e.g. a second timed token that is set to reactivate step S_1_2.	

## Jump out of a Parallel String

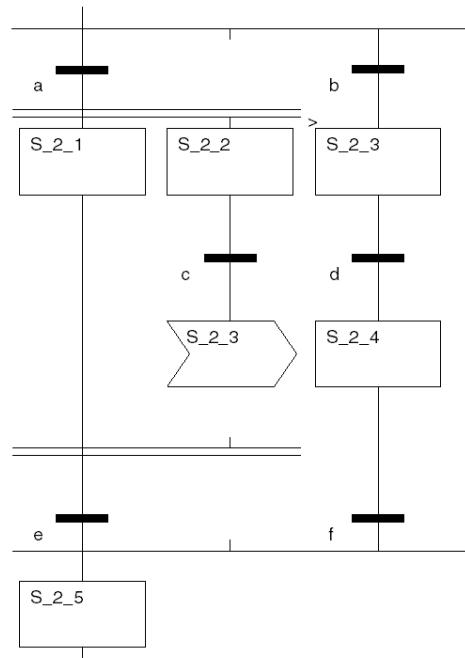
### Introduction

The ability to jump into a parallel string or out of a parallel string can be enabled optionally with multi-token

Extra tokens are generated in all cases.

### Jump out of a Parallel String

Jump out of a Parallel String:

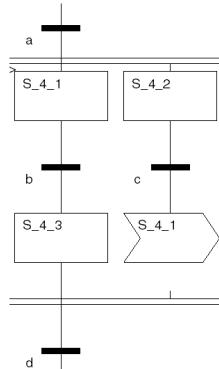


If...	Then
If the transition condition a is true and b is false,	then a sequence runs to S_2_1 and S_2_2.
If steps S_2_1 and S_2_2 are activated,	then the strings run independently of one another.
If the transition condition c is true,	then a jump is made to S_2_3.
A second token is created by the jump out of the parallel string. Both tokens are running parallel to one another, i.e. S_2_1 and S_2_3 are active at the same time.	

Token 1 (S_2_1)		Token 2 (S_2_3)	
If...	Then	If...	Then
If the transition condition $e$ is true,	then a sequence runs to S_2_5.	If transition condition $d$ is true,	then a sequence runs to S_2_4.
		If transition condition $f$ is true,	then a sequence runs to S_2_5.
If S_2_5 is still active (token 1) because of the activation of transition condition $e$ , then token 2 is ended and the string will be further processed as Single-Token. If S_2_5 is no longer active (token 1), then it is reactivated by token 2 and both tokens continue running parallel (Multi-Token).			

### Jump Between Two Branches of a Parallel String

Jump Between Two Branches of a Parallel String:

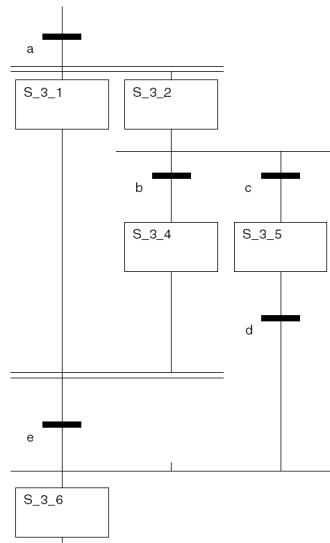


If...	Then
If the transition condition $a$ is true,	then a sequence runs to S_4_1 and S_4_2.
If steps S_4_1 and S_4_2 are activated,	then the strings run independently of one another.
If transition condition $b$ is true,	then a sequence runs to S_4_3.
If the transition condition $c$ is true,	then a jump is made to S_4_1.
A second token is created by the jump out of a branch string. Both tokens are running parallel to one another, i.e. S_4_3 and S_4_1 are active at the same time.	

Token 1 (S_4_3)		Token 2 (S_4_1)	
If...	Then	If...	Then
Step S_4_3 is processed		Step S_4_1 is processed	
		If transition condition b is true,	then a sequence runs to S_4_3.
If step S_4_3 is still active (token 1) during the activation by token 2 then token 2 is ended and the string will continue to be processed as Single-Token.			
If step S_4_3 is no longer active (token 1) because of the activation by token 2 , then it is reactivated by token 2 and both tokens continue running parallel (Multi-Token).			
In both cases, true transition condition d causes the parallel string to be left.			

### Leaving a Parallel String with an Alternative Branch

Leaving a Parallel String with an Alternative Branch:



If...	Then
If the transition condition a is true,	then a sequence runs to S_3_1 and S_3_2.
If steps S_3_1 and S_3_2 are activated,	then the strings run independently of one another.
If transition condition b is false and c is true,	then a sequence runs to S_3_5.
A second token is created by the sequence running on the alternative branch out of the parallel string. Both tokens are running parallel to one another, i.e. S_3_1 and S_3_5 are active at the same time.	

Token 1 (S_3_1)		Token 2 (S_3_5)	
If...	Then	If...	Then
Since S_3_4 cannot become active, S_3_1 remains (token 1) active.		If transition condition <i>a</i> is true,	then a sequence runs to S_3_6.
If transition condition <i>a</i> is true then a sequence runs to S_3_1 and S_3_2. This ends token 2 and the string is again processed as Single-Token.			
If the transition condition <i>a</i> is true, then a sequence runs to S_3_1 and S_3_2.			
		If transition condition <i>b</i> is true and <i>c</i> is false,	then a sequence runs to S_3_4.
Since S_3_4 cannot become active, S_3_1 remains (token 1) active until a sequence appears on S_3_2 (token 2) and the transition is <i>b</i> . If S_4_4 is no longer active (token 1), then it is reactivated by token 2 and both tokens continue running parallel (Multi-Token). (Merging the two tokens can also be done in S_4_3.)			



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# Instruction List (IL)

14

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## Overview

This chapter describes the programming language instruction list IL which conforms to IEC 61131.

### What Is in This Chapter?

This chapter contains the following sections:

Section	Topic	Page
14.1	General Information about the IL Instruction List	476
14.2	Calling Elementary Functions, Elementary Function Blocks, Derived Function Blocks and Procedures	500

## 14.1 General Information about the IL Instruction List

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### Overview

This section contains a general overview of the IL instruction list.

### What Is in This Section?

This section contains the following topics:

Topic	Page
General Information about the IL Instruction List	477
Operands	481
Modifier	484
Operators	486
Subroutine Call	496
Labels and Jumps	497
Comment	499

## General Information about the IL Instruction List

### Introduction

Using the Instruction list programming language (IL), you can call function blocks and functions conditionally or unconditionally, perform assignments and make jumps conditionally or unconditionally within a section.

### Instructions

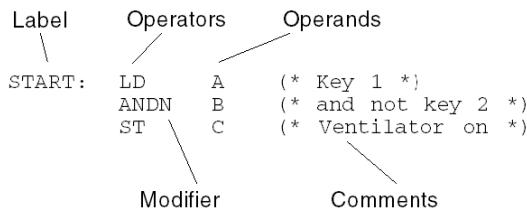
An instruction list is composed of a series of instructions.

Each instruction begins on a new line and consists of:

- an Operator (*see page 486*),
- if necessary with a Modifier (*see page 484*) and
- if necessary one or more Operands (*see page 481*)

Should several operands be used, they are separated by commas. It is possible for a Label (*see page 497*) to be in front of the instruction. This label is followed by a colon. A Comment (*see page 499*) can follow the instruction.

Example:



## Structure of the Programming Language

IL is a so-called accumulator orientated language, i.e. each instruction uses or alters the current content of the accumulator (a form of internal cache). IEC 61131 refers to this accumulator as the "result".

For this reason, an instruction list should always begin with the `LD` operand ("Load in accumulator command").

Example of an addition:

Command	Meaning
<code>LD 10</code>	Load the value 10 into the accumulator.
<code>ADD 25</code>	"25" is added to the contents of the accumulator.
<code>ST A</code>	The result is stored in the variable <code>A</code> . The content of the variable <code>A</code> and the accumulator is now 35. Any further instruction will work with accumulator contents "35" if it does not begin with <code>LD</code> .

Compare operations likewise always refer to the accumulator. The Boolean result of the comparison is stored in the accumulator and therefore becomes the current accumulator content.

Example of a comparison:

Command	Meaning
<code>LD B</code>	The value <code>B</code> is loaded into the accumulator.
<code>GT 10</code>	10 is compared with the contents of the accumulator.
<code>ST A</code>	The result of the comparison is stored in the variable <code>A</code> . If <code>B</code> is less than or equal to 10, the value of both variable <code>A</code> and the accumulator content is 0 (FALSE). If <code>B</code> is greater than 10, the value of both variable <code>A</code> and the accumulator content is 1 (TRUE).

## Section Size

The length of an instruction line is limited to 300 characters.

The length of an IL section is not limited within the programming environment. The length of an IL section is only limited by the size of the PLC memory.

## Syntax

Identifiers and Keywords are not case sensitive.

Spaces and tabs have no influence on the syntax and can be used as and when required,

**Exception:** Not allowed - spaces and tabs

- keywords
- literals
- values
- identifiers
- variables and
- limiter combinations [e.g. (\* for comments)]

## Execution Sequence

Instructions are executed line by line, from top to bottom. This sequence can be altered with the use of parentheses.

If, for example, A, B, C and D have the values 1, 2, 3 and 4, and are calculated as follows:

```
LD A  
ADD B  
SUB C  
MUL C  
ST E
```

the result in E will be 0.

In the case of the following calculation:

```
LD A  
ADD B  
SUB (  
LD C  
MUL D  
)  
ST E
```

the result in E will be -9.

## Error Behavior

The following conditions are handled as an error when executing an expression:

- Attempting to divide by 0.
- Operands do not contain the correct data type for the operation.
- The result of a numerical operation exceeds the value range of its data type

### **IEC Conformity**

For a description of IEC conformity for the IL programming language, see IEC Conformity (*see page 661*).

## Operands

### Introduction

Operators are used for operands.

An operand can be:

- an address
- a literal
- a variable
- a multi-element variable
- an element of a multi-element variable
- an EFB/DFB output or
- an EFB/DFB call

### Data Types

The operand and the current accumulator content must be of the same type. Should operands of various types be processed, a type conversion must be performed beforehand.

In the example the integer variable `i1` is converted into a real variable before being added to the real variable `r4`.

```
LD  i1
INT_TO_REAL
ADD r4
ST  r3
```

As an exception to this rule, variables with data type TIME can be multiplied or divided by variables with data type INT, DINT, UINT or UDINT.

Permitted operations:

- LD timeVar1  
DIV dintVar1  
ST timeVar2
- LD timeVar1  
MUL intVar1  
ST timeVar2
- LD timeVar1  
MUL 10  
ST timeVar2

This function is listed by IEC 61131-3 as "undesired" service.

## Direct Use of Addresses

Addresses can be used directly (without a previous declaration). In this case the data type is assigned to the address directly. The assignment is made using the "Large prefix".

The different large prefixes are given in the following table.

Large prefix / Symbol	Example	Data type
no prefix	%I10, %CH203.MOD, %CH203.MOD.ERR	BOOL
X	%MX20	BOOL
B	%QB102.3	BYTE
W	%KW43	INT
D	%QD100	DINT
F	%MF100	REAL

## Using Other Data Types

Should other data types be assigned as the default data types of an address, this must be done through an explicit declaration. This variable declaration takes place comfortably using the variable editor. The data type of an address can not be declared directly in an ST section (e.g. declaration AT %MW1 : UINT; not permitted).

The following variables are declared in the variable editor:

```
UnlocV1: ARRAY [1..10] OF INT;
LocV1:   ARRAY [1..10] OF INT AT %MW100;
LocV2:   TIME AT %MW100;
```

The following calls then have the correct syntax:

```
%MW200 := 5;
LD LocV1[%MW200]
ST UnlocV1[2]
```

```
LD t#3s
ST LocV2
```

## Accessing Field Variables

When accessing field variables (ARRAY), only literals and variables of INT, DINT, UINT and UDINT types are permitted in the index entry.

The index of an ARRAY element can be negative if the lower threshold of the range is negative.

Example: Saving a field variable

```
LD var1[i]  
ST var2.otto[4]
```

## Modifier

### Introduction

Modifiers influence the execution of the operators (see *Operators, page 486*).

### Table of Modifiers

Table of Modifiers:

Modifier	Use of Operators of data type	Description
N	BOOL, BYTE, WORD, DWORD	<p>The modifier N is used to invert the value of the operands bit by bit.</p> <p><b>Example:</b> In the example C is 1, if A is 1 and B is 0.</p> <pre>LD A ANDN B ST C</pre>
C	BOOL	<p>The modifier C is used to carry out the associated instruction, should the value of the accumulator be 1 (TRUE).</p> <p><b>Example:</b> In the example, the jump after START is only performed when A is 1 (TRUE) and B is 1 (TRUE).</p> <pre>LD A AND B JMPC START</pre>
CN	BOOL	<p>If the modifiers C and N are combined, the associated instruction is only performed if the value of the accumulator be a Boolean 0 (FALSE).</p> <p><b>Example:</b> In the example, the jump after START is only performed when A is 0 (FALSE) and B is 0 (FALSE).</p> <pre>LD A AND B JMPCN START</pre>

Modifier	Use of Operators of data type	Description
(	all	<p>The left bracket modifier (is used to move back the evaluation of the operand, until the right bracket operator) appears. The number of right parenthesis operations must be equal to the number of left bracket modifiers. Brackets can be nested.</p> <p><b>Example:</b> In the example E is 1, if C and/or D is 1 and A and B are 1.</p> <pre>LD A AND B AND( C OR D ) ST E</pre> <p>The example can also be programmed in the following manner:</p> <pre>LD A AND B AND( LD C OR D ) ST E</pre>

## Operators

### Introduction

An operator is a symbol for:

- an arithmetic operation to be executed,
- a logical operation to be executed or
- calling an elementary function block - DFBs or subroutines.

Operators are generic, i.e. they adapt automatically to the data type of the operands.

### Load and Save Operators

IL programming language load and save operators:

Operator	Modifier	Meaning	Operands	Description
LD	N (only for operands of data type BOOL, BYTE, WORD or DWORD)	Loads the operands value into the accumulator	Literal, variable, direct address of any data type	<p>The value of an operand is loaded into the accumulator using LD. The size of the accumulator adapts automatically to the data type of the operand. This also applies to the derived data types.</p> <p><b>Example:</b> In this example the value of A is loaded into the accumulator, the value of B then added and the result saved in E.</p> <pre>LD A ADD B ST E</pre>

Operator	Modifier	Meaning	Operands	Description
ST	N (only for operands of data type BOOL, BYTE, WORD or DWORD)	Saves the accumulator value in the operand	Variable, direct address of any data type	<p>The current value of the accumulator is stored in the operand using ST. The data type of the operand must be the same as the "data type" of the accumulator.</p> <p><b>Example:</b> In this example the value of A is loaded into the accumulator, the value of B then added and the result saved in E.</p> <pre>LD A ADD B <b>ST E</b></pre> <p>The "old" result is used in subsequent calculations, depending on whether or not an LD follows an ST.</p> <p><b>Example:</b> In this example the value of A is loaded into the accumulator, the value of B then added and the result saved in E. The value of B is then subtracted from the value of E (current accumulator content) and the result saved in C.</p> <pre>LD A ADD B <b>ST E</b> SUB 3 <b>ST C</b></pre>

## Set and Reset Operators

Set and reset operators of the IL programming language:

Operator	Modifier	Meaning	Operands	Description
S	-	Sets the operand to 1, when the accumulator content is 1	Variable, direct address of BOOL data type	<p>S sets the operand to "1" when the current content of the accumulator is a Boolean 1.</p> <p><b>Example:</b> In this example the value of A is loaded to the accumulator. If the content of the accumulator (value of A) is 1, then OUT is set to 1.</p> <pre>LD A S OUT</pre> <p>Usually this operator is used together with the reset operator R as a pair.</p> <p><b>Example:</b> This example shows a RS flip-flop (reset dominant) that is controlled through the two Boolean variables A and C.</p> <pre>LD A S OUT LD C R OUT</pre>
R	-	Sets the operand to 0 when the accumulator content is 1	Variable, direct address of BOOL data type	<p>R sets the operand to "0" when the current content of the accumulator is a Boolean 1.</p> <p><b>Example:</b> In this example the value of A is loaded to the accumulator. If the content of the accumulator (value of A) is 1, then OUT is set to 0.</p> <pre>LD A R OUT</pre> <p>Usually this operator is used together with the set operator S as a pair.</p> <p><b>Example:</b> This example shows a SR flip-flop (set dominant) that is controlled through the two Boolean variables A and C.</p> <pre>LD A R OUT LD C S OUT</pre>

## Logical Operators

IL programming language logic operators:

Operator	Modifier	Meaning	Operands	Description
AND	N, N (, (	Logical AND	Literal, variable, direct address of BOOL, BYTE, WORD or DWORD data types	<p>The AND operator makes a logical AND link between the accumulator content and the operand.</p> <p>In the case of BYTE, WORD and DWORD data types, the link is made bit by bit.</p> <p><b>Example:</b> In the example D is 1 if A, B and C are 1.</p> <pre>LD A AND B AND C ST D</pre>
OR	N, N (, (	Logical OR	Literal, variable, direct address of BOOL, BYTE, WORD or DWORD data types	<p>The OR operator makes a logical OR link between the accumulator content and the operand.</p> <p>In the case of BYTE, WORD and DWORD data types, the link is made bit by bit.</p> <p><b>Example:</b> In the example D is 1 if A or B are 1 and C is 1.</p> <pre>LD A OR B OR C ST D</pre>
XOR	N, N (, (	Logical exclusive OR	Literal, variable, direct address of BOOL, BYTE, WORD or DWORD data types	<p>The XOR operator makes a logical exclusive OR link between the accumulator content and the operand.</p> <p>If more than two operands are linked, the result with an uneven number of 1-states is 1, and is 0 with an even number of 1-states.</p> <p>In the case of BYTE, WORD and DWORD data types, the link is made bit by bit.</p> <p><b>Example:</b> In the example D is 1 if A or B is 1. If A and B have the same status (both 0 or 1), D is 0.</p> <pre>LD A XOR B ST D</pre> <p>If more than two operands are linked, the result with an uneven number of 1-states is 1, and is 0 with an even number of 1-states.</p> <p><b>Example:</b> In the example F is 1 if 1 or 3 operands are 1. F is 0 if 0, 2 or 4 operands are 1.</p> <pre>LD A XOR B XOR C XOR D XOR E ST F</pre>

Operator	Modifier	Meaning	Operands	Description
NOT	-	Logical negation (complement)	Accumulator contents of data types BOOL, BYTE, WORD or DWORD	The accumulator content is inverted bit by bit with NOT. <b>Example:</b> In the example B is 1 if A is 0 and B is 0 if A is 1. LD A NOT ST B

## Arithmetic Operators

IL programming language Arithmetic operators:

Operator	Modifier	Meaning	Operands	Description
ADD	(	Addition	Literal, variable, direct address of data types INT, DINT, UINT, UDINT, REAL or TIME	With ADD the value of the operand is added to the value of the accumulator contents. <b>Example:</b> The example corresponds to the formula $D = A + B + C$ LD A ADD B ADD C ST D
SUB	(	Subtraction	Literal, variable, direct address of data types INT, DINT, UINT, UDINT, REAL or TIME	With SUB the value of the operand is subtracted from the accumulator content. <b>Example:</b> The example corresponds to the formula $D = A - B - C$ LD A SUB B SUB C ST D
MUL	(	Multiplication	Literal, variable, direct address of data type INT, DINT, UINT, UDINT or REAL	The MUL operator multiplies the content of the accumulator by the value of the operand. <b>Example:</b> The example corresponds to the formula $D = A * B * C$ LD A MUL B MUL C ST D <b>Note:</b> The MULTIME function in the obsolete library is available for multiplications involving the data type Time.

Operator	Modifier	Meaning	Operands	Description
DIV	(	Division	Literal, variable, direct address of data type INT, DINT, UINT, UDINT or REAL	<p>The DIV operator divides the contents of the accumulator by the value of the operand.</p> <p><b>Example:</b> The example corresponds to the formula <math>D = A / B / C</math></p> <pre>LD A DIV B DIV C ST D</pre> <p><b>Note:</b> The DIVTIME function in the obsolete library is available for divisions involving the data type Time.</p>
MOD	(	Modulo Division	Literal, variable, direct address of INT, DINT, UINT or UDINT data types	<p>The MOD operator divides the value of the first operand by the value of the second and returns the remainder (Modulo) as the result.</p> <p><b>Example:</b> In this example</p> <ul style="list-style-type: none"> <li>• C is 1 if A is 7 and B is 2</li> <li>• C is 1 if A is 7 and B is -2</li> <li>• C is -1 if A is -7 and B is 2</li> <li>• C is -1 if A is -7 and B is -2</li> </ul> <pre>LD A MOD B ST C</pre>

## Comparison Operators

IL programming language comparison operators:

Operator	Modifier	Meaning	Operands	Description
GT	(	Comparison: >	Literal, variable, direct address of data type BOOL, BYTE, WORD, DWORD, STRING, INT, DINT, UINT, UDINT, REAL, TIME, DATE, DT or TOD	<p>The GT operator compares the contents of the accumulator with the contents of the operand. If the contents of the accumulator are greater than the contents of the operands, the result is a Boolean 1. If the contents of the accumulator are less than/equal to contents of the operands, the result is a Boolean 0.</p> <p><b>Example:</b> In the example the value of D is 1 if A is greater than 10, otherwise the value of D is 0.</p> <pre>LD A GT 10 ST D</pre>
GE	(	Comparison: >=	Literal, variable, direct address of data type BOOL, BYTE, WORD, DWORD, STRING, INT, DINT, UINT, UDINT, REAL, TIME, DATE, DT or TOD	<p>The GE operator compares the contents of the accumulator with the contents of the operand. If the contents of the accumulator are greater than/equal to the contents of the operands, the result is a Boolean 1. If the contents of the accumulator are less than the contents of the operands, the result is a Boolean 0.</p> <p><b>Example:</b> In the example the value of D is 1 if A is greater than or equal to 10, otherwise the value of D is 0.</p> <pre>LD A GE 10 ST D</pre>
EQ	(	Comparison: =	Literal, variable, direct address of data type BOOL, BYTE, WORD, DWORD, STRING, INT, DINT, UINT, UDINT, REAL, TIME, DATE, DT or TOD	<p>The EQ operator compares the contents of the accumulator with the contents of the operand. If the contents of the accumulator is equal to the contents of the operands, the result is a Boolean 1. If the contents of the accumulator are not equal to the contents of the operands, the result is a Boolean 0.</p> <p><b>Example:</b> In the example the value of D is 1 if A is equal to 10, otherwise the value of D is 0.</p> <pre>LD A EQ 10 ST D</pre>

Operator	Modifier	Meaning	Operands	Description
NE	(	Comparison: <>	Literal, variable, direct address of data type BOOL, BYTE, WORD, DWORD, STRING, INT, DINT, UINT, UDINT, REAL, TIME, DATE, DT or TOD	The NE operator compares the contents of the accumulator with the contents of the operand. If the contents of the accumulator are not equal to the contents of the operands, the result is a Boolean 1. If the contents of the accumulator are equal to the contents of the operands, the result is a Boolean 0. <b>Example:</b> In the example the value of D is 1 if A is not equal to 10, otherwise the value of D is 0. LD A <b>NE</b> 10 ST D
LE	(	Comparison: <=	Literal, variable, direct address of data type BOOL, BYTE, WORD, DWORD, STRING, INT, DINT, UINT, UDINT, REAL, TIME, DATE, DT or TOD	The LE operator compares the contents of the accumulator with the contents of the operand. If the contents of the accumulator are less than/equal to the contents of the operands, the result is a Boolean 1. If the contents of the accumulator are greater than the contents of the operands, the result is a Boolean 0. <b>Example:</b> In the example the value of D is 1 if A is smaller than or equal to 10, otherwise the value of D is 0. LD A <b>LE</b> 10 ST D
LT	(	Comparison: <	Literal, variable, direct address of data type BOOL, BYTE, WORD, DWORD, STRING, INT, DINT, UINT, UDINT, REAL, TIME, DATE, DT or TOD	The LT operator compares the contents of the accumulator with the contents of the operand. If the contents of the accumulator is less than the contents of the operands, the result is a Boolean 1. If the contents of the accumulator is greater than/equal to contents of the operands, the result is a Boolean 0. <b>Example:</b> In the example the value of D is 1 if A is smaller than 10, otherwise the value of D is 0. LD A <b>LT</b> 10 ST D

## Call Operators

IL programming language call operators:

Operator	Modifier	Meaning	Operands	Description
CAL	C, CN (only if the accumulator contents are of the <code>BOOL</code> data type)	Call of a function block, DFB or subprogram	Instance name of the function block, DFB or subprogram	A function block, DFB or subprogram is called up conditionally or unconditionally with <code>CAL</code> . see also <i>Calling Elementary Function Blocks and Derived Function Blocks, page 506</i> and <i>Subroutine Call, page 496</i>
FUNCTIONNAME	-	Executing a function	Literal, variable, direct address (data type is dependent on function)	A function is performed by specifying the name of the function. see also <i>Calling Elementary Functions, page 501</i>
PROCEDURENAME	-	Executing a procedure	Literal, variable, direct address (data type is dependent on procedure)	A procedure is performed by specifying the name of the procedure. see also <i>Calling Procedures, page 518</i>

## Structuring Operators

IL programming language structuring operators:

Operator	Modifier	Meaning	Operands	Description
JMP	C, CN (only if the accumulator contents are of the <code>BOOL</code> data type)	Jump to label	LABEL	With <code>JMP</code> a jump to the label can be conditional or unconditional. see also <i>Labels and Jumps, page 497</i>

Operator	Modifier	Meaning	Operands	Description
RET	C, CN (only if the accumulator contents are of the BOOL data type)	Return to the next highest program organization unit	-	<p>RETURN operators can be used in DFBs (derived function blocks) and in SRs (subroutines). RETURN operators can not be used in the main program.</p> <ul style="list-style-type: none"> <li>• In a DFB, a RETURN operator forces the return to the program which called the DFB.</li> <li>• The rest of the DFB section containing the RETURN operator is not executed.</li> <li>• The next sections of the DFB are not executed.</li> </ul> <p>The program which called the DFB will be executed after return from the DFB. If the DFB is called by another DFB, the calling DFB will be executed after return.</p> <ul style="list-style-type: none"> <li>• In a SR, a RETURN operator forces the return to the program which called the SR.</li> <li>• The rest of the SR containing the RETURN operator is not executed.</li> </ul> <p>The program which called the SR will be executed after return from the SR.</p>
)	-	Processing deferred operations	-	<p>A right bracket ) starts the processing of the deferred operator. The number of right bracket operations must be equal to the number of left bracket modifiers. Brackets can be nested.</p> <p><b>Example:</b> In the example E is 1 if C and/or D is 1 and A and B are 1.</p> <pre>LD A AND B AND( C OR D ) ST E</pre>

## Subroutine Call

### Call Subroutine

A subroutine call consists of the `CAL` operator, followed by the name of the subroutine section, followed by an empty parameter list (optional).

Subroutine calls do not return a value.

The subroutine to be called must be located in the same task as the IL section called.

Subroutines can also be called from within subroutines.

e.g.

```
ST A  
CAL SubroutineName ()  
LD B
```

or

```
ST A  
CAL SubroutineName  
LD B
```

Subroutines are a supplement to IEC 61131-3 and must be enabled explicitly.

In SFC action sections, subroutine calls are only allowed when Multitoken Operation is enabled.

## Labels and Jumps

### Introduction

Labels serve as destinations for Jumps.

### Label Properties:

Label properties:

- Labels must always be the first element in a line.
- The name must be clear throughout the directory, and it is not upper/lower case sensitive.
- Labels can be 32 characters long (max.).
- Labels must conform to the IEC name conventions.
- Labels are separated by a colon : from the following instruction.
- Labels are only permitted at the beginning of "Expressions", otherwise an undefined value can be found in the battery.

Example:

```
start: LD A
      AND B
      OR C
      ST D
      JMP start
```

### Jump Properties:

Jump properties:

- With **JMP** operation a jump to the label can be restricted or unrestricted.
- **JMP** can be used with the modifiers **C** and **CN** (only if the battery content is data type **BOOL**).
- Jumps can be made within program and DFB sections.
- Jumps are only possible in the current section.

Possible destinations are:

- the first **LD** instruction of an EFB/DFB call with assignment of input parameters (see **start2**),
- a normal **LD** instruction (see **start1**),
- a **CAL** instruction, which does not work with assignment of input parameters (see **start3**),
- a **JMP** instruction (see **start4**),
- the end of an instruction list (see **start5**).

**Example**

```
start2: LD A
        ST counter.CU
        LD B
        ST counter.R
        LD C
        ST counter.PV
        CAL counter
        JMPCN start4
start1: LD A
        AND B
        OR C
        ST D
        JMPC start3
        LD A
        ADD E
        JMP start5
start3: CAL counter (
        CU:=A
        R:=B
        PV:=C )
        JMP start1
        LD A
        OR B
        OR C
        ST D
start4: JMPC start1
        LD C
        OR B
start5: ST A
```

## Comment

### Description

In the IL editor, comments always start with the string (\* and end in the string \*). Any comments can be entered between these character strings.

Nesting comments is not permitted according to IEC 61131-3. If comments are nested nevertheless, then they must be enabled explicitly.

## 14.2 Calling Elementary Functions, Elementary Function Blocks, Derived Function Blocks and Procedures

---

### Overview

Calling Elementary Functions, Elementary Function Blocks, Derived Function Blocks and Procedures in the IL programming language.

### What Is in This Section?

This section contains the following topics:

Topic	Page
Calling Elementary Functions	501
Calling Elementary Function Blocks and Derived Function Blocks	506
Calling Procedures	518

## Calling Elementary Functions

### Using Functions

Elementary functions are provided in the form of libraries. The logic of the functions is created in the programming language C and may not be modified in the IL editor.

Functions have no internal states. If the input values are the same, the value on the output is the same every time the function is called. For example, the addition of two values always gives the same result. With some elementary functions, the number of inputs can be increased.

Elementary functions only have one return value (output).

### Parameters

"Inputs" and one "output" are required to transfer values to or from a function. These are called formal parameters.

The current process states are transferred to the formal parameters. These are called actual parameters.

The following can be used as actual parameters for function inputs:

- Variable
- Address
- Literal

The following can be used as actual parameters for function outputs:

- Variable
- Address

The data type of the actual parameters must match the data type of the formal parameters. The only exceptions are generic formal parameters whose data type is determined by the actual parameter.

When dealing with generic ANY\_BIT formal parameters, actual parameters of the INT or DINT (not UINT and UDINT) data types can be used.

This is a supplement to IEC 61131-3 and must be enabled explicitly.

Example:

**Allowed:**

```
AND (AnyBitParam := IntVar1, AnyBitParam2 := IntVar2)
```

**Not allowed:**

```
AND_WORD (WordParam1 := IntVar1, WordParam2 := IntVar2)
```

(In this case, AND\_INT must be used.)

```
AND_ARRAY_WORD (ArrayInt, ...)
```

(In this case an explicit type conversion must be carried out using  
INT\_ARR\_TO\_WORD\_ARR (...).

Not all formal parameters must be assigned a value for formal calls. Which formal parameter types must be assigned a value can be seen in the following table.

Parameter type	EDT	STRING	ARRAY	ANY_ARRAY	IODDT	STRUCT	FB	ANY
Input	-	-	+	+	+	+	+	+
VAR_IN_OUT	+	+	+	+	+	+	/	+
Output	-	-	-	-	-	-	/	-
+ Actual parameter required								
- Actual parameter not required								
/ not applicable								

If no value is assigned to a formal parameter, the initial value will be used when the function is executed. If no initial value has been defined, the default value (0) is used.

## Programming Notes

Attention should be paid to the following programming notes:

- Functions are only executed if the input EN=1 or the EN input is not used (see also EN and ENO (*see page 505*)).
- All generic functions are overloaded. This means the functions can be called with or without entering the data type.

E.g.

```
LD i1
ADD i2
ST i3
is identical to
LD i1
ADD_INT i2
ST i3
```

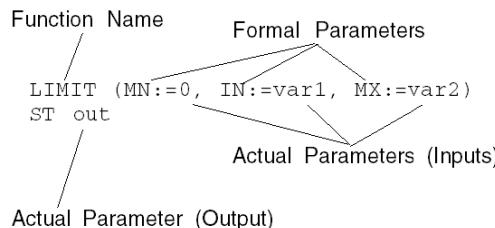
- In contrast to ST, functions in IL cannot be nested.
- There are two ways of invoking a function:
  - Formal call (calling a function with formal parameter names)
  - Informal call (calling a function without formal parameter names)

## Formal Call

With this type of call (call with formal parameter names), the function is called using an instruction sequence consisting of the function name, followed by the bracketed list of value assignments (actual parameters) to the formal parameters. The order in which the formal parameters are listed is **not significant**. The list of actual parameters may be wrapped immediately following a comma. After executing the function the result is loaded into the accumulator and can be stored using ST.

EN and ENO can be used for this type of call.

Calling a function with formal parameter names:

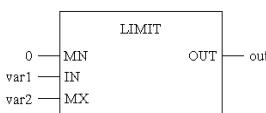


or

```

LIMIT (
MN:=0,
IN:=var1,
MX:=var2
)
ST out
  
```

Calling the same function in FBD:

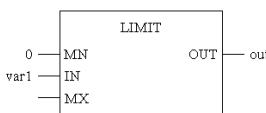


With formal calls, values do not have to be assigned to all formal parameters (see also Parameter (see page 501)).

```

LIMIT (MN:=0, IN:=var1)
ST out
  
```

Calling the same function in FBD:

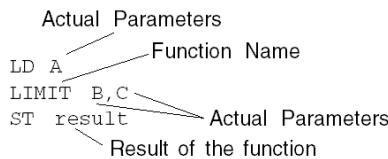


## Informal Call

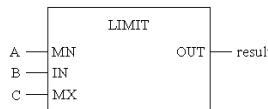
With this type of call (call without formal parameter names), the function is called using an instruction sequence made up by loading the first actual parameter into the accumulator, followed by the function name and an optional list of actual parameters. The order in which the actual parameters are listed is **significant**. The list of actual parameters cannot be wrapped. After executing the function the result is loaded into the accumulator and can be stored using ST.

EN and ENO **cannot** be used for this type of call.

Calling a function with formal parameter names:



Calling the same function in FBD:



**NOTE:** Note that when making an informal call, the list of actual parameters **cannot** be put in brackets. IEC 61133-3 requires that the brackets be left out in this case to illustrate that the first actual parameter is not a part of the list.

**Invalid** informal call for a function:

```

LD A
LIMIT (B,C)
    
```

If the value to be processed (first actual parameter) is already in the accumulator, the load instruction can be omitted.

```

LIMIT B,C
ST result
    
```

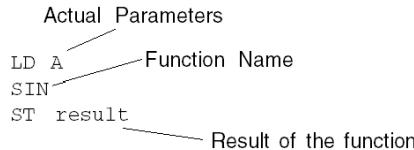
If the result is to be used immediately, the store instruction can be omitted.

```

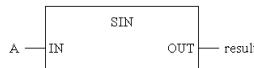
LD A
LIMIT_REAL B,C
MUL E
    
```

If the function to be executed only has one input, the name of the function is not followed by a list of actual parameters.

Calling a function with one actual parameter:



Calling the same function in FBD:



## EN and ENO

With all functions an **EN** input and an **ENO** output can be configured.

If the value of **EN** is equal to "0" when the function is called, the algorithms defined by the function are not executed and **ENO** is set to "0".

If the value of **EN** is equal to 1 when the function is called, the algorithms defined by the function are executed. After the algorithms have been executed successfully, the value of **ENO** is set to "1". If an error occurred while executing the algorithms, **ENO** is set to "0".

If the **EN** pin is not assigned a value, when the FFB is invoked, the algorithm defined by the FFB is executed (same as if **EN** equals to "1").

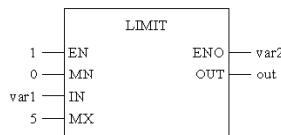
If **ENO** is set to "0" (caused when **EN**=0 or an error occurred during execution), the output of the function is set to "0".

The output behavior of the function does not depend on whether the function was called up without **EN/ENO** or with **EN**=1.

If **EN/ENO** are used, the function call must be formal.

```
LIMIT (EN:=1, MN:=0, IN:=var1, MX:=5, ENO=>var2)
ST out
```

Calling the same function in FBD:



## Calling Elementary Function Blocks and Derived Function Blocks

### Elementary Function Block

Elementary function blocks have internal states. If the inputs have the same values, the value on the output can have another value during the individual operations. For example, with a counter, the value on the output is incremented.

Function blocks can have several output values (outputs).

### Derived Function Block

Derived function blocks (DFBs) have the same properties as elementary function blocks. The user can create them in the programming languages FBD, LD, IL, and/or ST.

### Parameter

"Inputs and outputs" are required to transfer values to or from function blocks. These are called formal parameters.

The current process states are transferred to the formal parameters. They are called actual parameters.

The following can be used as actual parameters for function block inputs:

- Variable
- Address
- Literal

The following can be used as actual parameters for function block outputs:

- Variable
- Address

The data type of the actual parameters must match the data type of the formal parameters. The only exceptions are generic formal parameters whose data type is determined by the actual parameter.

Exception:

When dealing with generic ANY\_BIT formal parameters, actual INT or DINT (not UINT and UDINT) parameters can be used.

This is a supplement to IEC 61131-3 and must be enabled explicitly.

Example:

**Allowed:**

```
AND (AnyBitParam := IntVar1, AnyBitParam2 := IntVar2)
```

**Not allowed:**

AND\_WORD (WordParam1 := IntVar1, WordParam2 := IntVar2)

(In this case, AND\_INT must be used.)

AND\_ARRAY\_WORD (ArrayInt, ...)

(In this case an explicit type conversion must be carried out using  
INT\_ARR\_TO\_WORD\_ARR (...).

Not all formal parameters need be assigned a value. You can see which formal parameter types must be assigned a value in the following table.

Parameter type	EDT	STRING	ARRAY	ANY_ARRAY	IODDT	STRUCT	FB	ANY
EFB: Input	-	+	+	+	/	+	/	+
EFB: VAR_IN_OUT	+	+	+	+	+	+	/	+
EFB: Output	-	-	+	+	+	-	/	+
DFB: Input	-	+	+	+	/	+	/	+
DFB: VAR_IN_OUT	+	+	+	+	+	+	/	+
DFB: Output	-	-	+	/	/	-	/	+
+ Actual parameter required								
- Actual parameter not required								
/ not applicable								

If no value is allocated to a formal parameter, then the initial value will be used for executing the function block. If no initial value has been defined then the default value (0) is used.

If a formal parameter is not assigned a value and the function block/DFB is instanced more than once, then the following instances are run with the old value.

## Public Variables

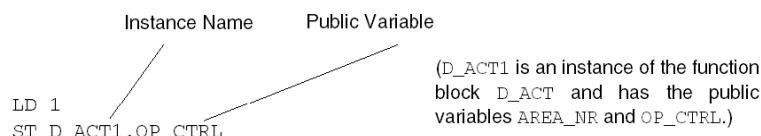
In addition to inputs and outputs, some function blocks also provide public variables.

These variables transfer statistical values (values that are not influenced by the process) to the function block. They are used for setting parameters for the function block.

Public variables are a supplement to IEC 61131-3.

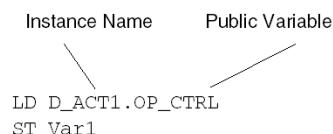
The assignment of values to public variables is made via their initial values or via the load and save instructions.

Example:



Public variables are read via the instance name of the function block and the names of the public variables.

Example:



## Private Variables

In addition to inputs, outputs and public variables, some function blocks also provide private variables.

Like public variables, private variables are used to transfer statistical values (values that are not influenced by the process) to the function block.

Private variables can not be accessed by user program. These type of variables can only be accessed by the animation table.

**NOTE:** Nested DFBs are declared as private variables of the parent DFB. So their variables are also not accessible through programming, but through the animation table.

Private variables are a supplement to IEC 61131-3.

## Programming Notes

Attention should be paid to the following programming notes:

- Functions are only executed if the input EN=1 or the EN input is not used (see also EN and ENO (*see page 515*)).
- The assignment of variables to ANY or ARRAY output types must be made using the => operator (see also Formal Form of CAL with a List of the Input Parameters (*see page 510*)).

Assignments cannot be made outside the function block call.

The instruction

`My_Var := My_SAHC.OUTPUT`

is **invalid**, if the output OUT of the SAHC function block is of type ANY.

The instruction

`Call My_SAHC (OUT=>My_Var)`

is **valid**.

- Special conditions apply when using VAR\_IN\_OUT variables (*see page 516*).
- The use of function blocks consists of two parts:
  - the Declaration (*see page 509*)
  - calling the function block
- There are four ways of calling a function block:
  - Formal Form of CAL with a list of input parameters (*see page 510*) (call with formal parameter names)  
In this case variables can be assigned to outputs using the => operator.
  - Informal form of CAL with a list of input parameters (*see page 511*) (call without formal parameter names)
  - CAL and Load/Save (*see page 512*) the input parameter
  - Use of the input operators (*see page 513*)
- Function block/DFB instances can be called multiple times; other than instances of communication EFBs, these can only be called once (see Multiple Call of a Function Block Instance (*see page 515*)).

## Declaration

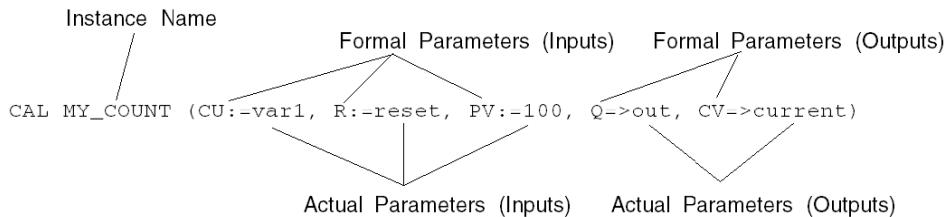
Before calling a function block it must be declared in the variables editor.

### Formal Form of CAL with a List of Input Parameters

With this type of call (call with formal parameter names), the function block is called using a **CAL** instruction which follows the instance name of the function block and a bracketed list of actual parameter assignments to the formal parameters. The assignment of the input formal parameter is made using the **`:=`** assignment and the output formal parameter is made using the **`=>`** assignment. The sequence in which the input formal parameters and output formal parameters are enumerated is **not significant**. The list of actual parameters may be continued immediately following a comma.

**EN** and **ENO** can be used for this type of call.

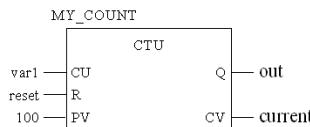
Function block call in the formal form of CAL with a list of input parameters:



**or**

```
CAL MY_COUNT (CU:=var1,  
              R:=reset,  
              PV:=100,  
              Q=>out,  
              CV=>current)
```

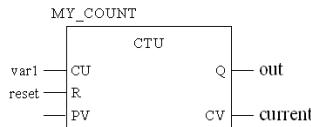
Calling the same function block in FBD:



It is not necessary to assign a value to all formal parameters (see also Parameter (see page 506)).

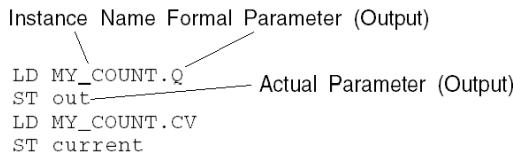
```
CAL MY_COUNT (CU:=var1, R:=reset, Q=>out, CV=>current)
```

Calling the same function block in FBD:



The value of a function block output can be stored and then saved by loading the function block output (function block instance name and separated by a full stop or entering the formal parameter).

Loading and saving function block outputs:

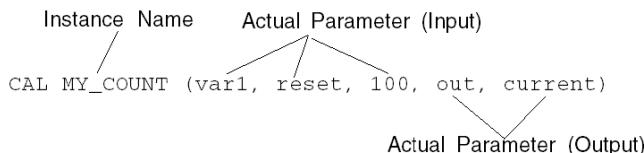


### Informal Form of CAL with a List of Input Parameters

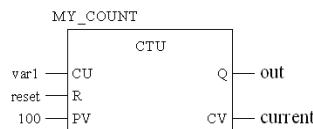
With this type of call (call without formal parameter names), the function block is called using a **CAL** instruction, that follows the instance name of the function block and a bracketed list of actual parameter for the inputs and outputs. The order in which the actual parameters are listed in a function block call **is significant**. The list of actual parameters cannot be wrapped.

EN and ENO **cannot** be used for this type of call.

Function block call in the informal form of CAL with a list of input parameters:



Calling the same function block in FBD:



With informal calls it is not necessary to assign a value to all formal parameters (see also Parameter (see page 506)).

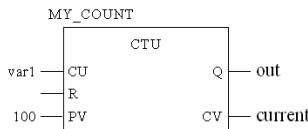
This is a supplement to IEC 61131-3 and must be enabled explicitly.

An empty parameter field is used to omit a parameter.

Call with empty parameter field:

```
CAL MY_COUNT (var1, , 100, out, current)
```

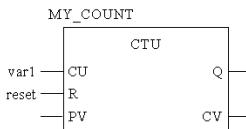
Calling the same function block in FBD:



An empty parameter field does not have to be used if formal parameters are omitted at the end.

```
MY_COUNT (var1, reset)
```

Calling the same function block in FBD:



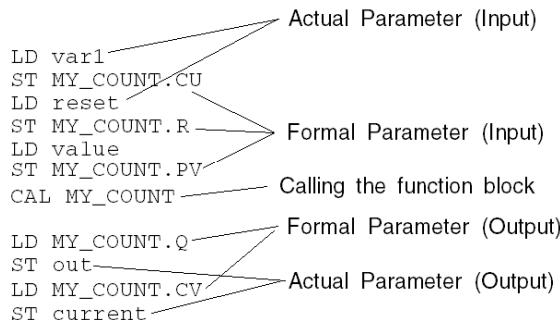
### CAL and Load/Save the Input Parameters

Function blocks may be called with an instruction list consisting of loading the actual parameters, followed by saving into the formal parameter, followed by the **CAL** instruction. The sequence of loading and saving the parameters is **not significant**.

Only load and save instructions for the function block currently being configured are allowed between the first load instruction for the actual parameters and the call of the function block. All other instructions are not allowed in this position.

It is not necessary to assign a value to all formal parameters (see also Parameter (see page 506)).

CAL with Load/Save the input parameters:



### Use of the Input Operators

Function blocks can be called using an instruction list that consists of loading the actual parameters followed by saving them in the formal parameters followed by an input operator. The sequence of loading and saving the parameters is **not significant**.

Only load and save instructions for the function block currently being configured are allowed between the first load instruction for the actual parameters and the input operator of the function block. All other instructions are not allowed in this position.

EN and ENO **cannot** be used for this type of call.

It is not necessary to assign a value to all formal parameters (see also Parameter (*see page 506*)).

The possible input operators for the various function blocks can be found in the table. Additional input operators are not available.

Input Operator	FB type
S1, R	SR
S, R1	RS
CLK	R_TRIG
CLK	F_TRIG
CU, R, PV	CTU_INT, CTU_DINT, CTU_UINT, CTU_UDINT
CD, LD, PV	CTD_INT, CTD_DINT, CTD_UINT, CTD_UDINT
CU, CD, R, LD, PV	CTUD_INT, CTUD_DINT, CTUD_UINT, CTUD_UDINT
IN, PT	TP
IN, PT	TON
IN, PT	TOF

## Use of the input operators:

Input Operator	LD reset	Actual Parameter (Input)
	ST MY_COUNT.R	Formal Parameter (Input)
	LD value	
	ST MY_COUNT.PV	
	LD var1	Instancename
	CU MY_COUNT	
	LD MY_COUNT.Q	Formal Parameter (Output)
	ST out	Actual Parameter (Output)
	LD MY_COUNT.CV	
	ST current	

## Calling a Function Block without Inputs

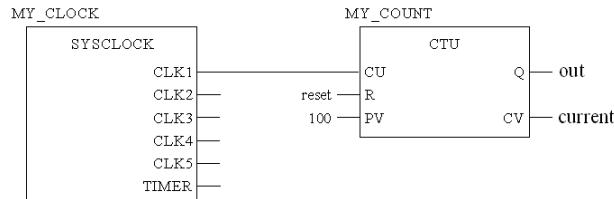
Even if the function block has no inputs or the inputs are not to be parameterized, the function block should be called before its outputs can be used. Otherwise the initial values of the outputs will be transferred, i.e. "0".

E.g.

Calling the function block in the IL programming language:

```
CAL MY_CLOCK () CAL MY_COUNT (CU:=MY_CLOCK.CLK1, R:=reset,
PV:=100)
LD MY_COUNT.Q
ST out
LD MY_COUNT.CV
ST current
```

Calling the same function block in FBD:



## Multiple Function Block Instance Call

Function block/DFB instances can be called multiple times; other than instances of communication EFBs, these can only be called once.

Calling the same function block/DFB instance more than once makes sense, for example, in the following cases:

- If the function block/DFB has no internal value or it is not required for further processing.  
In this case, memory is saved by calling the same function block/DFB instance more than once since the code for the function block/DFB is only loaded one time. The function block/DFB is then handled like a "Function".
- If the function block/DFB has an internal value and this is supposed to influence various program segments, for example, the value of a counter should be increased in different parts of the program.  
In this case, calling the same function block/DFB means that temporary results do not have to be saved for further processing in another part of the program.

## EN and ENO

With all function blocks/DFBs, an `EN` input and an `ENO` output can be configured.

If the value of `EN` is equal to "0", when the function block/DFB is called, the algorithms defined by the function block/DFB are not executed and `ENO` is set to "0".

If the value of `EN` is equal to "1", when the function block/DFB is invoked, the algorithms which are defined by the function block/DFB will be executed. After the algorithms have been executed successfully, the value of `ENO` is set to "1". If an error occurs when executing these algorithms, `ENO` is set to "0".

If the `EN` pin is not assigned a value, when the FFB is invoked, the algorithm defined by the FFB is executed (same as if `EN` equals to "1").

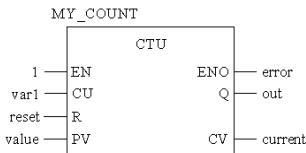
If `ENO` is set to "0" (results from `EN=0` or an error during execution), the outputs of the function block/DFB retain the status from the last cycle in which they were correctly executed.

The output behavior of the function blocks/DFBs does not depend on whether the function blocks/DFBs are called without `EN/ENO` or with `EN=1`.

If `EN/ENO` are used, the function block call must be formal. The assignment of variables to `ENO` must be made using the `=>` operator.

```
CAL MY_COUNT (EN:=1, CU:=var1, R:=reset, PV:=value,
    ENO=>error, Q=>out, CV=>current) ;
```

Calling the same function block in FBD:



### VAR\_IN\_OUT Variable

Function blocks are often used to read a variable at an input (input variables), to process it and to output the updated values of the same variable (output variables). This special type of input/output variable is also called a `VAR_IN_OUT` variable.

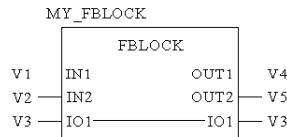
The following special features are to be noted when using function blocks/DFBs with `VAR_IN_OUT` variables.

- All `VAR_IN_OUT` inputs must be assigned a variable.
- `VAR_IN_OUT` inputs may not have literals or constants assigned to them.
- `VAR_IN_OUT` outputs may **not** have values assigned to them.
- `VAR_IN_OUT` variables **cannot** be used outside the block call.

Calling a function block with a `VAR_IN_OUT` variable in IL:

```
CAL MY_FBLOCK(IN1:=V1, IN2:=V2, IO1:=V3,
                OUT1=>V4, OUT2=>V5)
```

Calling the same function block in FBD:



`VAR_IN_OUT` variables **cannot** be used outside the function block call.

The following function block calls are therefore **invalid**:

**Invalid** call, example 1:

LD V1	Loading a V1 variable in the accumulator
CAL InOutFB	Calling a function block with the <code>VAR_IN_OUT</code> parameter. The accumulator now contains a reference to a <code>VAR_IN_OUT</code> parameter.
AND V2	AND operation on accumulator contents and V2 variable. <b>Error:</b> The operation cannot be performed since the <code>VAR_IN_OUT</code> parameter (accumulator contents) cannot be accessed from outside the function block call.

**Invalid** call, example 2:

LD V1	Loading a V1 variable in the accumulator
AND InOutFB.inout	<p>AND operation on accumulator contents and a reference to a VAR_IN_OUT parameter.</p> <p><b>Error:</b> The operation cannot be performed since the VAR_IN_OUT parameter cannot be accessed from outside the function block call.</p>

The following function block calls are always **valid**:

**Valid** call, example 1:

CAL InOutFB (IN1:=V1,inout:=V2	Calling a function block with the VAR_IN_OUT parameter and assigning the actual parameter within the function block call.
--------------------------------	---

**Valid** call, example 2:

LD V1	Loading a V1 variable in the accumulator
ST InOutFB.IN1	Assigning the accumulator contents to the IN1 parameter of the IN1 function block.
CAL InOutFB (inout:=V2)	Calling the function block with assignment of the actual parameter (V2) to the VAR_IN_OUT parameter.

## Calling Procedures

### Procedure

Procedures are provided in the form of libraries. The logic of the procedure is created in the programming language C and may not be modified in the IL editor.

Procedures - like functions - have no internal states. If the input values are the same, the value on the output is the same every time the procedure is executed. For example, the addition of two values gives the same result every time.

In contrast to functions, procedures do not return a value and support `VAR_IN_OUT` variables.

Procedures are a supplement to IEC 61131-3 and must be enabled explicitly.

### Parameter

"Inputs and outputs" are required to transfer values to or from procedures. These are called formal parameters.

The current process states are transferred to the formal parameters. These are called actual parameters.

The following can be used as actual parameters for procedure inputs:

- Variable
- Address
- Literal

The following can be used as actual parameters for procedure outputs:

- Variable
- Address

The data type of the actual parameter must match the data type of the formal parameter. The only exceptions are generic formal parameters whose data type is determined by the actual parameter.

When dealing with generic `ANY_BIT` formal parameters, actual parameters of the `INT` or `DINT` (not `UINT` and `UDINT`) data types can be used.

This is a supplement to IEC 61131-3 and must be enabled explicitly.

Example:

Allowed:

```
AND (AnyBitParam := IntVar1, AnyBitParam2 := IntVar2)
```

Not allowed:

```
AND_WORD (WordParam1 := IntVar1, WordParam2 := IntVar2)
```

(In this case, `AND_INT` must be used.)

```
AND_ARRAY_WORD (ArrayInt, ...)
```

(In this case an explicit type conversion must be carried out using  
`INT_ARR_TO_WORD_ARR` (...).

Not all formal parameters must be assigned a value for formal calls. Which formal parameter types must be assigned a value can be seen in the following table.

Parameter type	EDT	STRING	ARRAY	ANY_ARRAY	IODDT	STRUCT	FB	ANY
Input	-	-	+	+	+	+	+	+
VAR_IN_OUT	+	+	+	+	+	+	/	+
Output	-	-	-	-	-	-	/	+
+ Actual parameter required								
- Actual parameter not required								
/ not applicable								

If no value is allocated to a formal parameter, then the initial value will be used for executing the function block. If no initial value has been defined, the default value (0) is used.

## Programming Notes

Attention should be paid to the following programming notes:

- Procedures are only executed if the input EN=1 or the EN input is not used (see also EN and ENO (*see page 523*)).
- Special conditions apply when using VAR\_IN\_OUT variables (*see page 523*).
- There are two ways of calling a procedure:
  - Formal call (calling a function with formal parameter names)
   
In this case variables can be assigned to outputs using the => operator (calling a function block in shortened form).
  - Informal call (calling a function without formal parameter names)

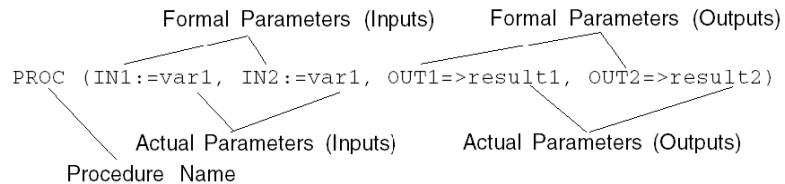
## Formal Call

With this type of call (call with formal parameter names), the procedure is called using an optional CAL instruction sequence followed by the name of the procedure and a bracketed list of actual parameter to formal parameter assignments. The assignment of the input formal parameter is made using the := assignment and the output formal parameter is made using the => assignment. The order in which the input formal parameters and output formal parameters are listed is **not significant**.

The list of actual parameters may be wrapped immediately following a comma.

EN and ENO can be used for this type of call.

Calling a procedure with formal parameter names:



or

CAL PROC (IN1:=var1, IN2:=var1, OUT1=>result1, OUT2=>result2)

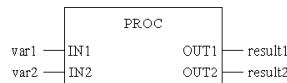
or

```
PROC (IN1:=var1,
      IN2:=var1,
      OUT1=>result1,
      OUT2=>result2)
```

or

```
CAL PROC (IN1:=var1,
          IN2:=var1,
          OUT1=>result1,
          OUT2=>result2)
```

Calling the same procedure in FBD:



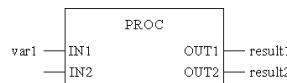
With formal calls, values do not have to be assigned to all formal parameters (see also Parameter (see page 518)).

PROC (IN1:=var1, OUT1=>result1, OUT2=>result2)

or

CAL PROC (IN1:=var1, OUT1=>result1, OUT2=>result2)

Calling the same procedure in FBD:

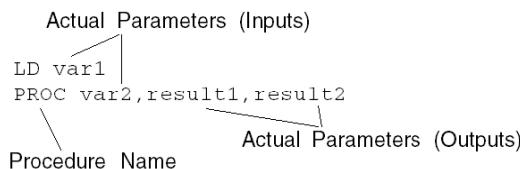


## Informal Call without **CAL** Instruction

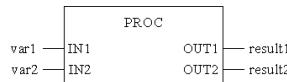
With this type of call (call without formal parameter names), procedures are called using an instruction sequence consisting of the first actual parameter loaded into the accumulator, followed by the procedure name, followed by a list of the input and output actual parameters. The order in which the actual parameters are listed is **significant**. The list of actual parameters cannot be wrapped.

**EN** and **ENO** **cannot** be used for this type of call.

Calling a procedure with formal parameter names:



Calling the same procedure in FBD:



**NOTE:** Note that when making an informal call, the list of actual parameters **cannot** be put in brackets. IEC 61133-3 requires that the brackets be left out in this case to illustrate that the first actual parameter is not a part of the list.

**Invalid** informal call for a procedure:

```

LD A
LIMIT (B,C)
    
```

If the value to be processed (first actual parameter) is already in the accumulator, the load instruction can be omitted.

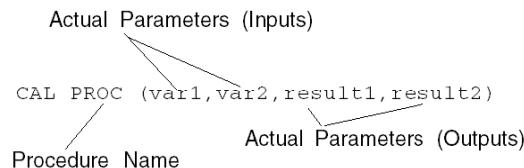
```
EXAMPLE var2,result1,result2
```

### Informal Call with CAL Instruction

With this type of call, procedures are called using an instruction sequence consisting of the **CAL** instruction, followed by the procedure name followed by a list of the input and output actual parameters. The order in which the actual parameters are listed is **significant**. The list of actual parameters cannot be wrapped.

EN and ENO **cannot** be used for this type of call.

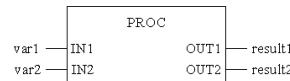
Calling a procedure with formal parameter names using CAL instruction:



or

```
CAL PROC (var1,
           var2,
           result1,
           result2)
```

Calling the same procedure in FBD:



**NOTE:** Unlike informal calls without a **CAL** instruction, when making informal calls with a **CAL** instruction, the value to be processed (first actual parameter) is not explicitly loaded in the battery. Instead it is part of the list of actual parameters. For this reason, when making informal calls with a **CAL** instruction, the list of actual parameters must be put in brackets.

## EN and ENO

With all procedures, an `EN` input and an `ENO` output can be configured.

If the value of `EN` is equal to "0" when the procedure is called, the algorithms defined by the procedure are not executed and `ENO` is set to "0".

If the value of `EN` is "1" when the procedure is called, the algorithms defined by the function are executed. After the algorithms have been executed successfully, the value of `ENO` is set to "1". If an error occurs when executing these algorithms, `ENO` is set to "0".

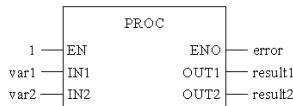
If the `EN` pin is not assigned a value, when the FFB is invoked, the algorithm defined by the FFB is executed (same as if `EN` equals to "1").

If `ENO` is set to "0" (caused when `EN=0` or an error occurred during executing), the outputs of the procedure are set to "0".

If `EN/ENO` are used, the procedure call must be formal. The assignment of variables to `ENO` must be made using the `=>` operator.

```
PROC (EN:=1, IN1:=var1, IN2:=var2,
      ENO=>error, OUT1=>result1, OUT2=>result2) ;
```

Calling the same procedure in FBD:



## VAR\_IN\_OUT Variable

Procedures are often used to read a variable at an input (input variables), to process it and to output the updated values of the same variable (output variables). This special type of input/output variable is also called a `VAR_IN_OUT` variable.

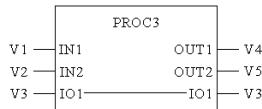
The following special features are to be noted when using procedures with `VAR_IN_OUT` variables.

- All `VAR_IN_OUT` inputs must be assigned a variable.
- `VAR_IN_OUT` inputs may not have literals or constants assigned to them.
- `VAR_IN_OUT` outputs may **not** have values assigned to them.
- `VAR_IN_OUT` variables **cannot** be used outside of the procedure call.

Calling a procedure with `VAR_IN_OUT` variable in IL:

```
PROC3 (IN1:=V1, IN2:=V2, IO1:=V3,
       OUT1=>V4, OUT2=>V5) ;
```

Calling the same procedure in FBD:



VAR\_IN\_OUT variables **cannot** be used outside the procedure call.

The following procedure calls are therefore **invalid**:

**Invalid call, example 1:**

LD V1	Loading a V1 variable in the accumulator
CAL InOutProc	Calling a procedure with the VAR_IN_OUT parameter. The accumulator now contains a reference to a VAR_IN_OUT parameter.
AND V2	AND operation on contents of accumulator with variable V2. <b>Error:</b> The operation cannot be carried out since the VAR_IN_OUT parameter (contents of accumulator) cannot be accessed outside the procedure call.

**Invalid call, example 2:**

LD V1	Loading a V1 variable in the accumulator
AND InOutProc.inout	AND operation on the contents of the accumulator and a reference to a VAR_IN_OUT parameter. <b>Fehler:</b> The operation cannot be carried out since the VAR_IN_OUT parameter cannot be accessed outside the procedure call.

**Invalid call, example 3:**

LD V1	Loading a V1 variable in the accumulator
InOutFB V2	Calling the procedure with assignment of the actual parameter (V2) to the VAR_IN_OUT parameter. <b>Error:</b> The operation cannot be carried out as with this type of procedure call only the VAR_IN_OUT parameter would be stored in the accumulator for later use.

The following procedure calls are always **valid**:

**Valid call, example 1:**

CAL InOutProc (IN1:=V1,inout:=V2)	Calling a procedure with the VAR_IN_OUT parameter and formal assignment of the actual parameter within the procedure call.
--------------------------------------	--

**Valid call, example 2:**

InOutProc (IN1:=V1,inout:=V2)	Calling a procedure with the VAR_IN_OUT parameter and formal assignment of the actual parameter within the procedure call.
----------------------------------	--

**Valid call, example 3:**

CAL InOutProc (V1,V2)	Calling a procedure with the VAR_IN_OUT parameter and informal assignment of the actual parameter within the procedure call.
-----------------------	--



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# Structured Text (ST)

15

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## Overview

This chapter describes the programming language structured text ST which conforms to IEC 61131.

### What Is in This Chapter?

This chapter contains the following sections:

Section	Topic	Page
15.1	General Information about the Structured Text ST	528
15.2	Instructions	539
15.3	Calling Elementary Functions, Elementary Function Blocks, Derived Function Blocks and Procedures	559

## 15.1 General Information about the Structured Text ST

---

### Overview

This section contains a general overview of the structured text ST.

### What Is in This Section?

This section contains the following topics:

Topic	Page
General Information about Structured Text (ST)	529
Operands	532
Operators	534

## General Information about Structured Text (ST)

### Introduction

With the programming language of structured text (ST), it is possible, for example, to call up function blocks, perform functions and assignments, conditionally perform instructions and repeat tasks.

### Expression

The ST programming language works with "Expressions".

Expressions are constructions consisting of operators and operands that return a value when executed.

### Operator

Operators are symbols representing the operations to be executed.

### Operand

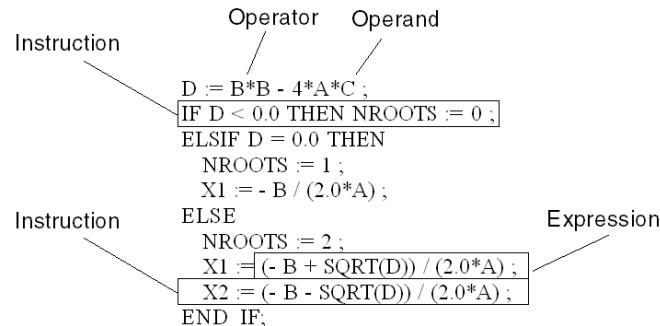
Operators are used for operands. Operands are variables, literals, FFB inputs/outputs etc.

### Instructions

Instructions are used to assign the values returned from the expressions to actual parameters and to structure and control the expressions.

### Representation of an ST Section

Representation of an ST section:



## Section Size

The length of an instruction line is limited to 300 characters.

The length of an ST section is not limited within the programming environment. The length of an ST section is only limited by the size of the PLC memory.

## Syntax

Identifiers and Keywords are not case sensitive.

**Exception:** Not allowed - spaces and tabs

- keywords
- literals
- values
- identifiers
- variables and
- limiter combinations [e.g. (\* for comments)]

## Execution Sequence

The evaluation of an expression consists of applying the operators to the operands in the sequence as defined by the rank of the operators (see Table of Operators (see page 534)). The operator with the highest rank in an expression is performed first, followed by the operator with the next highest rank, etc., until the evaluation is complete. Operators with the same rank are performed from left to right, as they are written in the expression. This sequence can be altered with the use of parentheses.

If, for example, A, B, C and D have the values 1, 2, 3 and 4, and are calculated as follows:

A+B-C\*D

the result is -9.

In the case of the following calculation:

(A+B-C) \*D

the result is 0.

If an operator contains two operands, the left operand is executed first, e.g. in the expression

SIN (A) \*COS (B)

the expression SIN (A) is calculated first, then COS (B) and only then is the product calculated.

## Error Behavior

The following conditions are handled as an error when executing an expression:

- Attempting to divide by 0.
- Operands do not contain the correct data type for the operation.
- The result of a numerical operation exceeds the value range of its data type

If an error occurs when executing the operation, the corresponding Systembit (%S) is set (if supported by the PLC being used).

## IEC Conformity

For a description of IEC conformity for the ST programming language, see IEC Conformity (*see page 661*).

## Operands

### Introduction

An operand can be:

- an address
- a literal
- a variable
- a multi-element variable
- an element of a multi-element variable
- a function call
- an FFB output

### Data Types

Data types, which are in an instruction of processing operands, must be identical. Should operands of various types be processed, a type conversion must be performed beforehand.

In the example the integer variable `i1` is converted into a real variable before being added to the real variable `r4`.

```
r3 := r4 + SIN(INT_TO_REAL(i1)) ;
```

As an exception to this rule, variables with data type `TIME` can be multiplied or divided by variables with data type `INT`, `DINT`, `UINT` or `UDINT`.

Permitted operations:

- `timeVar1 := timeVar2 / dintVar1;`
- `timeVar1 := timeVar2 * intVar1;`
- `timeVar := 10 * time#10s;`

This function is listed by IEC 61131-3 as "undesired" service.

### Direct Use of Addresses

Addresses can be used directly (without a previous declaration). In this case the addresses data type is assigned directly. The assignment is made using the "Large prefix".

The different large prefixes are given in the following table:

Large prefix / Symbol	Example	Data type
no prefix	<code>%I10, %CH203.MOD, %CH203.MOD.ERR</code>	BOOL
X	<code>%MX20</code>	BOOL
B	<code>%QB102.3</code>	BYTE
W	<code>%KW43</code>	INT
D	<code>%QD100</code>	DINT
F	<code>%MF100</code>	REAL

## Using Other Data Types

Should other data types be assigned as the default data types of an address, this must be done through an explicit declaration. This variable declaration takes place comfortably using the variable editor. The data type of an address can not be declared directly in an ST section (e.g. declaration AT %MW1: UINT; not permitted).

For example, the following variables are declared in the variable editor:

```
UnlocV1: ARRAY [1..10] OF INT;  
LocV1:   ARRAY [1..10] OF INT AT %MW100;  
LocV2:   TIME AT %MW100;
```

The following calls then have the correct syntax:

```
%MW200 := 5;  
UnlocV1[2] := LocV1[%MW200];  
LocV2      := t#3s;
```

## Accessing Field Variables

When accessing field variables (ARRAY), only literals and variables of the INT, UINT, DINT and UDINT data types are permitted in the index entry.

The index of an ARRAY element can be negative if the lower threshold of the range is negative.

Example: Using field variables

```
var1[i] := 8 ;  
var2.otto[4] := var3 ;  
var4[1+i+j*5] := 4 ;
```

## Operators

### Introduction

An operator is a symbol for:

- an arithmetic operation to be executed or
- a logical operation to be executed or
- a function edit (call)

Operators are generic, i.e. they adapt automatically to the data type of the operands.

### Table of Operators

Operators are executed in sequence according to priority, see also *Execution Sequence, page 530*.

ST programming language operators:

Operator	Meaning	Order of rank	possible operands	Description
()	Use of Brackets:	1 (highest)	Expression	Brackets are used to alter the execution sequence of the operators. <b>Example:</b> If the operands A, B, C and D have the values 1, 2, 3, and 4, $A+B-C*D$ has the result -9 and $(A+B-C) *D$ has the result 0.
FUNCNAME (Actual parameter - list)	Function processing (call)	2	Expression, Literal, Variable, Address (all data types)	Function processing is used to execute functions (see <i>Calling Elementary Functions, page 560</i> ).
-	Negation	3	Expression, Literal, Variable, Address of Data Type INT, DINT or REAL	During negation – a sign reversal for the value of the operand takes place. <b>Example:</b> In the example OUT is -4 if IN1 is 4. <code>OUT := - IN1 ;</code>
NOT	Complement	3	Expression, Literal, Variable, Address of Data Type BOOL, BYTE, WORD or DWORD	In NOT a bit by bit inversion of the operands takes place. <b>Example:</b> In the example OUT is 0011001100 if IN1 is 1100110011. <code>OUT := NOT IN1 ;</code>
**	Exponentiation	4	Expression, Literal, Variable, Address of Data Type REAL (Basis) and INT, DINT, UINT, UDINT or REAL (Exponent)	In exponentiation, ** the value of the first operand (basis) is raised to the power of the second operand (exponent). <b>Example:</b> In the example OUT is 625.0 if IN1 is 5.0 and IN2 is 4.0. <code>OUT := IN1 ** IN2 ;</code>

Operator	Meaning	Order of rank	possible operands	Description
*	Multiplication	5	Expression, Literal, Variable, Address of Data Type INT, DINT, UINT, UDINT or REAL	In multiplication, * the value of the first operand is multiplied by the value of the second operand (exponent). <b>Example:</b> In the example OUT is 20.0 if IN1 is 5.0 and IN2 is 4.0. OUT := IN1 * IN2 ; <b>Note:</b> The MULTIME function in the obsolete library is available for multiplications involving the data type Time.
/	Division	5	Expression, Literal, Variable, Address of Data Type INT, DINT, UINT, UDINT or REAL	In division, / the value of the first operand is divided by the value of the second operand. <b>Example:</b> In the example OUT is 4.0 if IN1 is 20.0 and IN2 is 5.0. OUT := IN1 / IN2 ; <b>Note:</b> The DIVTIME function in the obsolete library is available for divisions involving the data type Time.
MOD	Modulo	5	Expression, Literal, Variable, Address of Data Type INT, DINT, UINT or UDINT	For MOD the value of the first operand is divided by that of the second operand and the remainder of the division (Modulo) is displayed as the result. <b>Example:</b> In this example <ul style="list-style-type: none"> <li>● OUT is 1 if IN1 is 7 and IN2 is 2</li> <li>● OUT is 1 if IN1 is 7 and IN2 is -2</li> <li>● OUT is -1 if IN1 is -7 and IN2 is 2</li> <li>● OUT is -1 if IN1 is -7 and IN2 is -2</li> </ul> OUT := IN1 MOD IN2 ;
+	Addition	6	Expression, Literal, Variable, Address of Data Type INT, DINT, UINT, UDINT, REAL or TIME	In addition, + the value of the first operand is added to the value of the second operand. <b>Example:</b> In this example OUT is 9, if IN1 is 7 and IN2 is 2 OUT := IN1 + IN2 ;
-	Subtraction	6	Expression, Literal, Variable, Address of Data Type INT, DINT, UINT, UDINT, REAL or TIME	In subtraction, - the value of the second operand is subtracted from the value of the first operand. <b>Example:</b> In the example OUT is 6 if IN1 is 10 and IN2 is 4. OUT := IN1 - IN2 ;

Operator	Meaning	Order of rank	possible operands	Description
<	Less than comparison	7	Expression, Literal, Variable, Address of Data Type BOOL, BYTE, INT, DINT, UINT, UDINT, REAL, TIME, WORD, DWORD, STRING, DT, DATE or TOD	The value of the first operand is compared with the value of the second using <. If the value of the first operand is less than the value of the second, the result is a Boolean 1. If the value of the first operand is greater than or equal to the value of the second, the result is a Boolean 0. <b>Example:</b> In the example OUT is 1 if IN1 is less than 10 and is otherwise 0. OUT := IN1 < 10 ;
>	Greater than comparison	7	Expression, Literal, Variable, Address of Data Type BOOL, BYTE, INT, DINT, UINT, UDINT, REAL, TIME, WORD, DWORD, STRING, DT, DATE or TOD	The value of the first operand is compared with the value of the second using >. If the value of the first operand is greater than the value of the second, the result is a Boolean 1. If the value of the first operand is less than or equal to the value of the second, the result is a Boolean 0. <b>Example:</b> In the example OUT is 1 if IN1 is greater than 10, and is 0 if IN1 is less than 0. OUT := IN1 > 10 ;
<=	Less than or equal to comparison	7	Expression, Literal, Variable, Address of Data Type BOOL, BYTE, INT, DINT, UINT, UDINT, REAL, TIME, WORD, DWORD, STRING, DT, DATE or TOD	The value of the first operand is compared with the value of the second operand using <=. If the value of the first operand is less than or equal to the value of the second, the result is a Boolean 1. If the value of the first operand is greater than the value of the second, the result is a Boolean 0. <b>Example:</b> In the example OUT is 1 if IN1 is less than or equal to 10, and otherwise is 0. OUT := IN1 <= 10 ;
>=	Greater than or equal to comparison	7	Expression, Literal, Variable, Address of Data Type BOOL, BYTE, INT, DINT, UINT, UDINT, REAL, TIME, WORD, DWORD, STRING, DT, DATE or TOD	The value of the first operand is compared with the value of the second operand using >=. If the value of the first operand is greater than or equal to the value of the second, the result is a Boolean 1. If the value of the first operand is less than the value of the second, the result is a Boolean 0. <b>Example:</b> In the example OUT is 1 if IN1 is greater than or equal to 10, and otherwise is 0. OUT := IN1 >= 10 ;

Operator	Meaning	Order of rank	possible operands	Description
=	Equality	8	Expression, Literal, Variable, Address of Data Type BOOL, BYTE, INT, DINT, UINT, UDINT, REAL, TIME, WORD, DWORD, STRING, DT, DATE or TOD	The value of the first operand is compared with the value of the second operand using =. If the value of the first operand is equal to the value of the second, the result is a Boolean 1. If the value of the first operand is not equal to the value of the second, the result is a Boolean 0. <b>Example:</b> In the example OUT is 1 if IN1 is equal to 10 and is otherwise 0. OUT := IN1 = 10 ;
<>	Inequality	8	Expression, Literal, Variable, Address of Data Type BOOL, BYTE, INT, DINT, UINT, UDINT, REAL, TIME, WORD, DWORD, STRING, DT, DATE or TOD	The value of the first operand is compared with the value of the second using <>. If the value of the first operand is not equal to the value of the second, the result is a Boolean 1. If the value of the first operand is equal to the value of the second, the result is a Boolean 0. <b>Example:</b> In the example OUT is 1 if IN1 is not equal to 10 and is otherwise 0. OUT := IN1 <> 10 ;
&	Logical AND	9	Expression, Literal, Variable, Address of Data Type BOOL, BYTE, WORD or DWORD	With &, there is a logical AND link between the operands. In the case of BYTE, WORD and DWORD data types, the link is made bit by bit. <b>Example:</b> In the examples OUT is 1 if IN1, IN2 and IN3 are 1. OUT := IN1 & IN2 & IN3 ;
AND	Logical AND	9	Expression, Literal, Variable, Address of Data Type BOOL, BYTE, WORD or DWORD	With AND, there is a logical AND link between the operands. In the case of BYTE, WORD and DWORD data types, the link is made bit by bit. <b>Example:</b> In the examples OUT is 1 if IN1, IN2 and IN3 are 1. OUT := IN1 AND IN2 AND IN3 ;

Operator	Meaning	Order of rank	possible operands	Description
XOR	Logical Exclusive OR	10	Expression, Literal, Variable, Address of Data Type BOOL, BYTE, WORD or DWORD	<p>With XOR, there is a logical Exclusive OR link between the operations. In the case of BYTE, WORD and DWORD data types, the link is made bit by bit.</p> <p><b>Example:</b> In the example OUT is 1 if IN1 and IN2 are not equal. If A and B have the same status (both 0 or 1), D is 0.</p> <pre>OUT := IN1 XOR IN2 ;</pre> <p>If more than two operands are linked, the result with an uneven number of 1-states is 1, and is 0 with an even number of 1-states.</p> <p><b>Example:</b> In the example OUT is 1 if 1 or 3 operands are 1. OUT is 0 if 0, 2 or 4 operands are 1.</p> <pre>OUT := IN1 XOR IN2 XOR IN3 XOR IN4 ;</pre>
OR	Logical OR	11 (lowest)	Expression, Literal, Variable, Address of Data Type BOOL, BYTE, WORD or DWORD	<p>With OR, there is a logical OR link between the operands. With the BYTE and WORD, DWORD data types, the link is made bit by bit.</p> <p><b>Example:</b> In the example OUT is 1 if IN1, IN2 or IN3 is 1.</p> <pre>OUT := IN1 OR IN2 OR IN3 ;</pre>

## 15.2 Instructions

### Overview

This section describes the instructions for the programming language of structured text ST.

### What Is in This Section?

This section contains the following topics:

Topic	Page
Instructions	540
Assignment	541
Select Instruction IF...THEN...END_IF	544
Select Instruction ELSE	545
Select Instruction ELSIF...THEN	546
Select Instruction CASE...OF...END_CASE	547
Repeat Instruction FOR...TO...BY...DO...END_FOR	548
Repeat Instruction WHILE...DO...END WHILE	551
Repeat Instruction REPEAT...UNTIL...END_REPEAT	552
Repeat Instruction EXIT	553
Subroutine Call	554
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Empty Instruction	556
Labels and Jumps	557
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## Instructions

### Description

Instructions are the "Commands" of the ST programming language.

Instructions must be terminated with semicolons.

Several instructions (separated by semicolons) can be present in one line.

A single semicolon represents an Empty instruction (*see page 556*).

## Assignment

### Introduction

When an assignment is performed, the current value of a single or multi-element variable is replaced by the result of the evaluation of the expression.

An assignment consists of a variable specification on the left side, followed by the assignment operator `:=`, followed by the expression to be evaluated.

Both variables (left and right sides of the assignment operator) must have the same data type.

Arrays are a special case. After being explicitly enabled, assignment of two arrays with different lengths can be made.

### Assigning the Value of a Variable to Another Variable

Assignments are used to assign the value of a variable to another variable.

The instruction

`A := B ;`

is used, for example, to replace the value of the variable `A` with the current value of variable `B`. If `A` and `B` are elementary data types, the individual value of `B` is passed to `A`. If `A` and `B` are derived data types, the values of all `B` elements are passed to `A`.

### Assigning the Value of a Literal to a Variable

Assignments are used to assign a literal to variables.

The instruction

`C := 25 ;`

is used, for example, to assign the value 25 to the variable `C`.

### Assigning the Value of an Operation to a Variable

Assignments are used to assign to a variable a value which is the result of an operation.

The instruction

`X := (A+B-C) *D ;`

is used, for example, to assign the result of the operation `(A+B-C) *D` to the variable `X`.

## Assigning the Value of an FFB to a Variable

Assignments are used to assign a value returned by a function or a function block to a variable.

The instruction

```
B := MOD(C,A) ;
```

is used, for example, to call the MOD (Modulo) function and assign the result of the calculation to the variable B.

The instruction

```
A := MY_TON.Q ;
```

is used, for example, to assign the value of the Q output of the MY\_TON function block (instance of the TON function block) to the variable A. (This is not a function block call)

## Multiple Assignments

Multiple assignments are a supplement to IEC 61131-3 and must be enabled explicitly.

Even after being enabled, multiple assignments are NOT allowed in the following cases:

- in the parameter list for a function block call
- in the element list to initialize structured variables

The instruction

```
X := Y := Z
```

is allowed.

The instructions

```
FB(in1 := 1, In2 := In3 := 2) ;
```

and

```
strucVar := (comp1 := 1, comp2 := comp3 := 2) ;
```

are not allowed.

## Assignments between Arrays and WORD-/DWORD Variables

Assignments between arrays and WORD-/DWORD variables are only possible if a type conversion has previously been carried out, e.g.:

```
%Q3.0:16 := INT_TO_AR_BOOL(%MW20) ;
```

The following conversion functions are available (General Library, family Array):

- MOVE\_BOOL\_ARBOOL
- MOVE\_WORD\_ARWORD
- MOVE\_DWORD\_ARDWORD
- MOVE\_INT\_ARINT
- MOVE\_DINT\_ARDINT
- MOVE\_REAL\_ARREAL

## Select Instruction IF...THEN...END\_IF

### Description

The IF instruction determines that an instruction or a group of instructions will only be executed if its related Boolean expression has the value 1 (true). If the condition is 0 (false), the instruction or the instruction group will not be executed.

The THEN instruction identifies the end of the condition and the beginning of the instruction(s).

The END\_IF instruction marks the end of the instruction(s).

**NOTE:** Any number of IF...THEN...END\_IF instructions may be nested to generate complex selection instructions.

### Example IF...THEN...END\_IF

The condition can be expressed using a Boolean variable.

If FLAG is 1, the instructions will be executed; if FLAG is 0, they will not be executed.

```
IF FLAG THEN
    C:=SIN(A) * COS(B) ;
    B:=C - A ;
END_IF ;
```

The condition can be expressed using an operation that returns a Boolean result.

If A is greater than B, the instructions will be executed; if A is less than or equal to B, they will not be executed.

```
IF A>B THEN
    C:=SIN(A) * COS(B) ;
    B:=C - A ;
END_IF ;
```

### Example IF NOT...THEN...END\_IF

The condition can be inverted using NOT (execution of both instructions at 0).

```
IF NOT FLAG THEN
    C:=SIN_REAL(A) * COS_REAL(B) ;
    B:=C - A ;
END_IF ;
```

### See Also

ELSE (*see page 545*)

ELSIF (*see page 546*)

## Select Instruction ELSE

### Description

The `ELSE` instruction always comes after an `IF...THEN`, `ELSIF...THEN` or `CASE` instruction.

If the `ELSE` instruction comes after an `IF` or `ELSIF` instruction, the instruction or group of instructions will only be executed if the associated Boolean expressions of the `IF` and `ELSIF` instruction are 0 (false). If the condition of the `IF` or `ELSIF` instruction is 1 (true), the instruction or group of instructions will not be executed.

If the `ELSE` instruction comes after `CASE`, the instruction or group of instructions will only be executed if no tag contains the value of the selector. If an identification contains the value of the selector, the instruction or group of instructions will not be executed.

**NOTE:** Any number of `IF...THEN...ELSE...END_IF` instructions may be nested to generate complex selection instructions.

### Example ELSE

```
IF A>B THEN
    C:=SIN(A) * COS(B) ;
    B:=C - A ;
ELSE
    C:=A + B ;
    B:=C * A ;
END_IF ;
```

### See Also

`IF` (*see page 544*)  
`ELSIF` (*see page 546*)  
`CASE` (*see page 547*)

## Select Instruction ELSIF...THEN

### Description

The `ELSE` instruction always comes after an `IF...THEN` instruction. The `ELSIF` instruction determines that an instruction or group of instructions is only executed if the associated Boolean expression for the `IF` instruction has the value 0 (false) and the associated Boolean expression of the `ELSIF` instruction has the value 1 (true). If the condition of the `IF` instruction is 1 (true) or the condition of the `ELSIF` instruction is 0 (false), the command or group of commands will not be executed.

The `THEN` instruction identifies the end of the `ELSIF` condition(s) and the beginning of the instruction(s).

**NOTE:** Any number of `IF...THEN...ELSIF...THEN...END_IF` instructions may be nested to generate complex selection instructions.

### Example ELSIF...THEN

```
IF A>B THEN
    C:=SIN(A) * COS(B) ;
    B:=SUB(C,A) ;
ELSIF A=B THEN
    C:=ADD(A,B) ;
    B:=MUL(C,A) ;
END_IF ;
```

### For Example Nested Instructions

```
IF A>B THEN
    IF B=C THEN
        C:=SIN(A) * COS(B) ;
    ELSE
        B:=SUB(C,A) ;
    END_IF ;
ELSIF A=B THEN
    C:=ADD(A,B) ;
    B:=MUL(C,A) ;
ELSE
    C:=DIV(A,B) ;
END_IF ;
```

### See Also

`IF` (*see page 544*)  
`ELSE` (*see page 545*)

## Select Instruction CASE...OF...END\_CASE

### Description

The CASE instruction consists of an INT data type expression (the "selector") and a list of instruction groups. Each group is provided with a tag which consists of one or several whole numbers (INT, DINT, UINT, UDINT) or ranges of whole number values. The first group is executed by instructions, whose tag contains the calculated value of the selector. Otherwise none of the instructions will be executed.

The OF instruction indicates the start of the tag.

An ELSE instruction may be carried out within the CASE instruction, whose instructions are executed if no tag contains the selector value.

The END\_CASE instruction marks the end of the instruction(s).

### Example CASE...OF...END\_CASE

#### ExampleCASE...OF...END\_CASE

```

    Selector
    |
CASE SELECT OF
    1,5:   C:=SIN(A) * COS(B) ;
    2:     B:=C - A ;
    Tags   6..10: C:=C * A ;
    ELSE
        B:=C * A ;
        C:=A / B ;
    END_CASE ;

```

### See Also

ELSE (see page 545)

## Repeat Instruction FOR...TO...BY...DO...END\_FOR

### Description

The **FOR** instruction is used when the number of occurrences can be determined in advance. Otherwise **WHILE** (see page 551) or **REPEAT** (see page 552) are used.

The **FOR** instruction repeats an instruction sequence until the **END\_FOR** instruction. The number of occurrences is determined by start value, end value and control variable.

The control variable, initial value and end value must be of the same data type (**DINT** or **INT**).

The control variable, initial value and end value can be changed by a repeated instruction. This is a supplement to IEC 61131-3.

The **FOR** instruction increments the control variable value of one start value to an end value. The increment value has the default value 1. If a different value is to be used, it is possible to specify an explicit increment value (variable or constant). The control variable value is checked before each new loop. If it is outside the start value and end value range, the loop will be left.

Before running the loop for the first time a check is made to determine whether incrementation of the control variables, starting from the initial value, is moving toward the end value. If this is not the case (e.g. initial value  $\leq$  end value and negative increment), the loop will not be processed. The control variable value is not defined outside of the loop.

The **DO** instruction identifies the end of the repeat definition and the beginning of the instruction(s).

The occurrence may be terminated early using the **EXIT**. The **END\_FOR** instruction marks the end of the instruction(s).

### Example: FOR with Increment 1

FOR with increment 1

Control variable      Start value      End value

```
FOR i := 1 TO 50 DO
    C := C * COS(B);
END_FOR;
```

## **FOR with Increment not Equal to 1**

If an increment other than 1 is to be used, it can be defined by **BY**. The increment, the initial value, the end value and the control variable must be of the same data type (**DINT** or **INT**). The criterion for the processing direction (forwards, backwards) is the sign of the **BY** expression. If this expression is positive, the loop will run forward; if it is negative, the loop will run backward.

### **Example: Counting forward in Two Steps**

Counting forward in two steps

Control variable	Start value	End value	Increment
<b>FOR</b> i := 1 <b>TO</b> 10	<b>BY</b> 2 <b>DO</b>	(* BY > 0 : Forwards.loop *)	
	C := C * COS(B) ;	(* Loop is 5 x executed *)	
	<b>END_FOR</b> ;		

### **Example: Counting Backwards**

Counting backwards

```
FOR i := 10 TO 1 BY -1 DO (* BY < 0 : Backwards.loop *)
    C := C * COS(B) ; (* Instruction is executed 10 x *)
END_FOR ;
```

### **Example: "Unique" Loops**

The loops in the example are run exactly once, as the initial value = end value. In this context it does not matter whether the increment is positive or negative.

```
FOR i := 10 TO 10 DO (* Unique Loop *)
    C := C * COS(B) ;
END_FOR ;
```

or

```
FOR i := 10 TO 10 BY -1 DO (* Unique Loop *)
    C := C * COS(B) ;
END_FOR ;
```

### Example: Critical Loops

If the increment is  $j > 0$  in the example, the instruction is executed.

If  $j <$  is 0, the instructions are not executed because the situation initial value  $<$  only allows the end value to be incremented by  $\geq 0$ .

If  $j = 0$ , the instructions are executed and an endless loop is created as the end value will never be reached with an increment of 0.

```
FOR i:= 1 TO 10 BY j DO  
    C:= C * COS(B) ;  
END FOR ;
```

## Repeat Instruction WHILE...DO...END\_WHILE

### Description

The `WHILE` instruction has the effect that a sequence of instructions will be executed repeatedly until its related Boolean expression is 0 (false). If the expression is false right from the start, the group of instructions will not be executed at all.

The `DO` instruction identifies the end of the repeat definition and the beginning of the instruction(s).

The occurrence may be terminated early using the `EXIT`.

The `END_WHILE` instruction marks the end of the instruction(s).

In the following cases `WHILE` may not be used as it can create an endless loop which causes the program to crash:

- `WHILE` may not be used for synchronization between processes, e.g. as a "Waiting Loop" with an externally defined end condition.
- `WHILE` may not be used in an algorithm, as the completion of the loop end condition or execution of an `EXIT` instruction can not be guaranteed.

### Example WHILE...DO...END\_WHILE

```
x := 1;  
WHILE x <= 100 DO  
    x := x + 4;  
END WHILE ;
```

### See Also

`EXIT` (see page 553)

## Repeat Instruction REPEAT...UNTIL...END\_REPEAT

### Description

The **REPEAT** instruction has the effect that a sequence of instructions is executed repeatedly (at least once), until its related Boolean condition is 1 (true).

The **UNTIL** instruction marks the end condition.

The occurrence may be terminated early using the **EXIT**.

The **END\_REPEAT** instruction marks the end of the instruction(s).

In the following cases **REPEAT** may not be used as it can create an endless loop which causes the program to crash:

- **REPEAT** may not be used for synchronization between processes, e.g. as a "Waiting Loop" with an externally defined end condition.
- **REPEAT** may not be used in an algorithm, as the completion of the loop end condition or execution of an **EXIT** instruction can not be guaranteed.

### Example REPEAT...UNTIL...END\_REPEAT

```
x := -1
REPEAT
    x := x + 2
    UNTIL x >= 101
END_REPEAT ;
```

### See Also

**EXIT** (*see page 553*)

## Repeat Instruction EXIT

### Description

The `EXIT` instruction is used to terminate repeat instructions (`FOR`, `WHILE`, `REPEAT`) before the end condition has been met.

If the `EXIT` instruction is within a nested repetition, the innermost loop (in which `EXIT` is situated) is left. Next, the first instruction following the loop end (`END_FOR`, `END WHILE` or `END_REPEAT`) is executed.

### Example EXIT

If `FLAG` has the value 0, `SUM` will be 15 following the execution of the instructions.

If `FLAG` has the value 1, `SUM` will be 6 following the execution of the instructions.

```
SUM : = 0 ;
FOR I := 1 TO 3 DO
    FOR J := 1 TO 2 DO
        IF FLAG=1 THEN EXIT;
        END_IF ;
        SUM := SUM + J ;
    END_FOR ;
    SUM := SUM + I ;
END_FOR
```

### See Also

`CASE` (*see page 547*)

`WHILE` (*see page 551*)

`REPEAT` (*see page 552*)

## Subroutine Call

### Subroutine Call

A subroutine call consists of the name of the subroutine section followed by an empty parameter list.

Subroutine calls do not return a value.

The subroutine to be called must be located in the same task as the ST section called.

Subroutines can also be called from within subroutines.

For example:

```
SubroutineName () ;
```

Subroutine calls are a supplement to IEC 61131-3 and must be enabled explicitly.

In SFC action sections, subroutine calls are only allowed when Multitoken Operation is enabled.

## RETURN

### Description

RETURN instructions can be used in DFBs (derived function blocks) and in SRs (subroutines).

RETURN instructions can not be used in the main program.

- In a DFB, a RETURN instruction forces the return to the program which called the DFB.
  - The rest of the DFB section containing the RETURN instruction is not executed.
  - The next sections of the DFB are not executed.

The program which called the DFB will be executed after return from the DFB.

If the DFB is called by another DFB, the calling DFB will be executed after return.

- In a SR, a RETURN instruction forces the return to the program which called the SR.
  - The rest of the SR containing the RETURN instruction is not executed.

The program which called the SR will be executed after return from the SR.

## Empty Instruction

### Description

A single semicolon ; represents an empty instruction.

For example,

IF x THEN ; ELSE ..

In this example, an empty instruction follows the THEN instruction. This means that the program exits the IF instruction as soon as the IF condition is 1.

## Labels and Jumps

### Introduction

Labels serve as destinations for jumps.

Jumps and labels in ST are a supplement to the IEC 61131-3 and must be enabled explicitly.

### Label Properties

Label properties:

- Labels must always be the first element in a line.
- Labels may only come before instructions of the first order (not in loops).
- The name must be clear throughout the directory, and it is not upper/lower case sensitive.
- Labels must conform to the general naming conventions.
- Labels are separated by a colon : from the following instruction.

### Properties of Jumps

Properties of jumps

- Jumps can be made within program and DFB sections.
- Jumps are only possible in the current section.

### Example

```
IF var1 THEN
    JMP START;
:
:START: ...
```

## Comment

### Description

In the ST editor, comments always start with the string (\* and end in the string \*). Any comments can be entered between these character strings. Comments can be entered in any position in the ST editor, except in keywords, literals, identifiers and variables.

Nesting comments is not permitted according to IEC 61131-3. If comments are nested nevertheless, then they must be enabled explicitly.

## 15.3

# Calling Elementary Functions, Elementary Function Blocks, Derived Function Blocks and Procedures

## Overview

Calling Elementary Functions, Elementary Function Blocks, Derived Function Blocks and Procedures in the ST programming language.

## What Is in This Section?

This section contains the following topics:

Topic	Page
Calling Elementary Functions	560
Call Elementary Function Block and Derived Function Block	566
Procedures	574

## Calling Elementary Functions

### Elementary Functions

Elementary functions are provided in the form of libraries. The logic of the functions is created in the programming language C and may not be modified in the ST editor.

Functions have no internal states. If the input values are the same, the value at the output is the same for all executions of the function. For example, the addition of two values gives the same result at every execution.

Some elementary functions can be extended to more than 2 inputs.

Elementary functions only have one return value (Output).

### Parameters

"Inputs" and one "output" are required to transfer values to or from a function. These are called formal parameters.

The current process states are transferred to the formal parameters. These are called actual parameters.

The following can be used as actual parameters for function inputs:

- Variable
- Address
- Literal
- ST Expression

The following can be used as actual parameters for function outputs:

- Variable
- Address

The data type of the actual parameters must match the data type of the formal parameters. The only exceptions are generic formal parameters whose data type is determined by the actual parameter.

When dealing with generic ANY\_BIT formal parameters, actual parameters of the INT or DINT (not UINT and UDINT) data types can be used.

This is a supplement to IEC 61131-3 and must be enabled explicitly.

Example:

#### Allowed:

```
AND (AnyBitParam := IntVar1, AnyBitParam2 := IntVar2);
```

#### Not allowed:

```
AND_WORD (WordParam1 := IntVar1, WordParam2 := IntVar2);
```

(In this case, AND\_INT must be used.)

```
AND_ARRAY_WORD (ArrayInt, ...);
```

(In this case an explicit type conversion must be carried out using

```
INT_ARR_TO_WORD_ARR (...);
```

Not all formal parameters must be assigned with a value. You can see which formal parameter types must be assigned with a value in the following table.

Parameter type	EDT	STRING	ARRAY	ANY_ARRAY	IODDT	STRUCT	FB	ANY
Input	-	-	+	+	+	+	+	+
VAR_IN_OUT	+	+	+	+	+	+	/	+
Output	-	-	-	-	-	-	/	-
+ Actual parameter required								
- Actual parameter not required								
/ not applicable								

If no value is allocated to a formal parameter, then the initial value will be used for executing the function block. If no initial value has been defined then the default value (0) is used.

## Programming Notes

Attention should be paid to the following programming notes:

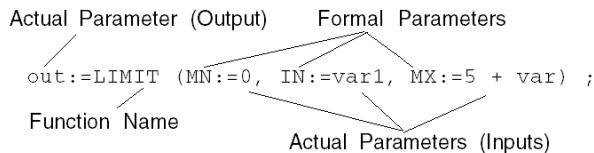
- All generic functions are overloaded. This means the functions can be called with or without entering the data type.  
E.g.  
`i1 := ADD (i2, 3);`  
is identical to  
`i1 := ADD_INT (i2, 3);`
- Functions can be nested (see also *Nesting Functions, page 564*).
- Functions are only executed if the input EN=1 or the EN input is not used (see also *EN and ENO, page 564*).
- There are two ways of calling a function:
  - Formal call (calling a function with formal parameter names)
  - Informal call (calling a function without formal parameter names)

## Formal Call

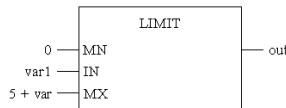
With formal calls (calls with formal parameter names), the call consists of the actual parameter of the output, followed by the assignment instruction `:=`, then the function name and then by a bracketed list of value assignments (actual parameters) to the formal parameter. The order in which the formal parameters are enumerated in a function call is **not significant**.

`EN` and `ENO` can be used for this type of call.

Calling a function with formal parameter names:



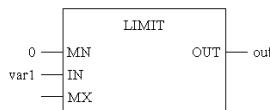
Calling the same function in FBD:



With formal calls it is not necessary to assign a value to all formal parameters (see also *Parameters, page 560*).

`out := LIMIT (MN := 0, IN := var1) ;`

Calling the same function in FBD:

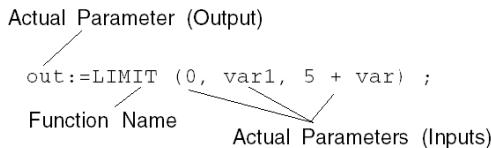


## Informal Call

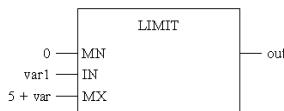
With informal calls (calls without formal parameter names), the call consists of the actual parameter of the output, followed by the symbol of the assignment instruction `:=`, then the function name and then by a bracketed list of the inputs actual parameters. The order that the actual parameters are enumerated in a function call **is significant**.

`EN` and `ENO` **cannot** be used for this type of call.

Calling a function without formal parameter names:



Calling the same function in FBD:



With informal calls it is not necessary to assign a value to all formal parameters (see also *Parameters, page 560*).

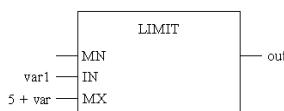
This is a supplement to IEC 61131-3 and must be enabled explicitly.

An empty parameter field is used to skip a parameter.

Call with empty parameter field:

```
out:=LIMIT ( ,var1, 5 + var) ;
```

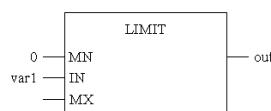
Calling the same function in FBD:



An empty parameter field does not have to be used if formal parameters are omitted at the end.

```
out:=LIMIT (0, var1) ;
```

Calling the same function in FBD:



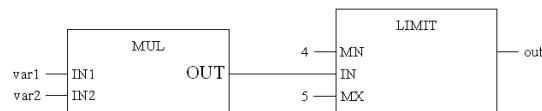
## Nesting Functions

A function call can include the call of further functions. The nesting depth is not limited.

Nested call of array function:

```
out:=LIMIT (MN:=4, IN:=MUL (IN1:=var1, IN2:=var2), MX:=5) ;
```

Calling the same function in FBD:



Functions that return a value of the `ANY_ARRAY` data type can **not** be used **within** a function call.

**Unauthorized** nesting with `ANY_ARRAY`:

```

graph TD
    ANY[ANY_ARRAY] --- out1[out := LIMIT ...]
    out1 --- ANY

```

`ANY_ARRAY` is permitted as the return value of the function called or as a parameter of the nested functions.

**Authorized** nesting with `ANY_ARRAY`:

```

graph TD
    ANY1[ANY_ARRAY] --- out2[out := EXAMP ...]
    ANY2[ANY_ARRAY] --- IN1[IN := EXAMP ...]
    ANY3[ANY_ARRAY] --- IN2[IN := EXAMP ...]
    ANY3 --- MX[MX := var3]

```

## EN and ENO

With all functions an `EN` input and an `ENO` output can be configured.

If the value of `EN` is equal to "0", when the function is called, the algorithms defined by the function are not executed and `ENO` is set to "0".

If the value of `EN` is equal to "1", when the function is called, the algorithms which are defined by the function are executed. After successful execution of these algorithms, the value of `ENO` is set to "1". If an error occurs during execution of these algorithms, `ENO` will be set to "0".

If the `EN` pin is not assigned a value, when the FFB is invoked, the algorithm defined by the FFB is executed (same as if `EN` equals to "1").

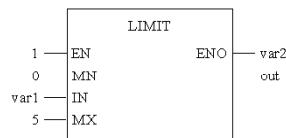
If `ENO` is set to "0" (caused when `EN=0` or an error occurred during executing), the output of the function is set to "0".

The output behavior of the function does not depend on whether the function was called up without `EN/ENO` or with `EN=1`.

If EN/ENO are used, the function call must be formal.

```
out:=LIMIT (EN:=1, MN:=0, IN:=var1, MX:=5, ENO=>var2) ;
```

Calling the same function in FBD:



## Call Elementary Function Block and Derived Function Block

### Elementary Function Block

Elementary function blocks have internal states. If the inputs have the same values, the value on the output can have another value during the individual operations. For example, with a counter, the value on the output is incremented.

Function blocks can have several output values (outputs).

### Derived Function Block

Derived function blocks (DFBs) have the same characteristics as elementary function blocks. The user can create them in the programming languages FBD, LD, IL, and/or ST.

### Parameter

"Inputs and outputs" are required to transfer values to or from function blocks. These are called formal parameters.

The current process states are transferred to the formal parameters. They are called actual parameters.

The following can be used as actual parameters for function block inputs:

- Variable
- Address
- Literal

The following can be used as actual parameters for function block outputs:

- Variable
- Address

The data type of the actual parameters must match the data type of the formal parameters. The only exceptions are generic formal parameters whose data type is determined by the actual parameter.

When dealing with generic ANY\_BIT formal parameters, actual parameters of the INT or DINT (not UINT and UDINT) data types can be used.

This is a supplement to IEC 61131-3 and must be enabled explicitly.

Example:

#### Allowed:

```
AND (AnyBitParam := IntVar1, AnyBitParam2 := IntVar2);
```

#### Not allowed:

```
AND_WORD (WordParam1 := IntVar1, WordParam2 := IntVar2);
```

(In this case, AND\_INT must be used.)

```
AND_ARRAY_WORD (ArrayInt, ...);
```

(In this case an explicit type conversion must be carried out using

```
INT_ARR_TO_WORD_ARR (...);.)
```

Not all formal parameters must be assigned with a value. Which formal parameter types must be assigned a value can be seen in the following table.

Parameter type	EDT	STRING	ARRAY	ANY_ARRAY	IODDT	STRUCT	FB	ANY
EFB: Input	-	+	+	+	/	+	/	+
EFB: VAR_IN_OUT	+	+	+	+	+	+	/	+
EFB: Output	-	-	+	+	+	-	/	+
DFB: Input	-	+	+	+	/	+	/	+
DFB: VAR_IN_OUT	+	+	+	+	+	+	/	+
DFB: Output	-	-	+	/	/	-	/	+
+ Actual parameter required								
- Actual parameter not required								
/ not applicable								

If no value is allocated to a formal parameter, then the initial value will be used for executing the function block. If no initial value has been defined then the default value (0) is used.

If a formal parameter is not assigned with a value and the function block/DFB is instanced more than once, then the following instances are run with the old value.

## Public Variables

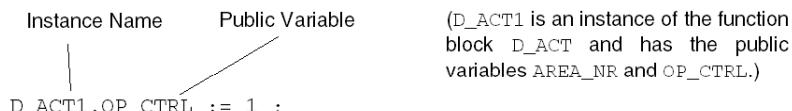
In addition to inputs and outputs, some function blocks also provide public variables.

These variables transfer statistical values (values that are not influenced by the process) to the function block. They are used for setting parameters for the function block.

Public variables are a supplement to IEC 61131-3.

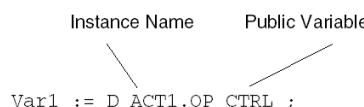
The assignment of values to public variables is made via their initial values or assignments.

Example:



Public variables are read via the instance name of the function block and the names of the public variables.

Example:



## Private Variables

In addition to inputs, outputs and public variables, some function blocks also provide private variables.

Like public variables, private variables are used to transfer statistical values (values that are not influenced by the process) to the function block.

Private variables can not be accessed by user program. These type of variables can only be accessed by the animation table.

**NOTE:** Nested DFBs are declared as private variables of the parent DFB. So their variables are also not accessible through programming, but through the animation table.

Private variables are a supplement to IEC 61131-3.

## Programming Notes

Attention should be paid to the following programming notes:

- Functions blocks are only executed if the input EN=1 or the EN input is not used (see also *EN and ENO, page 572*).
- The assignment of variables to ANY or ARRAY output types must be made using the => operator (see also *Formal Call, page 569*).

Assignments cannot be made outside of the function block call.

The instruction

```
My_Var := My_SAHC.OUTPUT;
```

is **invalid**, if the output OUT of the SAHC function block is of type ANY.

The instruction

```
Call My_SAHC (OUT=>My_Var);
```

is **valid**.

- Special conditions apply when using VAR\_IN\_OUT variables (see page 572).
- The use of function blocks consists of two parts in ST:
  - the Declaration (see page 568)
  - calling the function block
- There are two ways of calling a function block:
  - Formal call (see page 569) (calling a function with formal parameter names)  
This way variables can be assigned to outputs using the => operator.
  - Informal call (see page 570) (call without formal parameter names)
- Function block/DFB instances can be called multiple times; other than instances of communication EFBs, these can only be called once (see *Multiple Function Block Instance Call, page 571*).

## Declaration

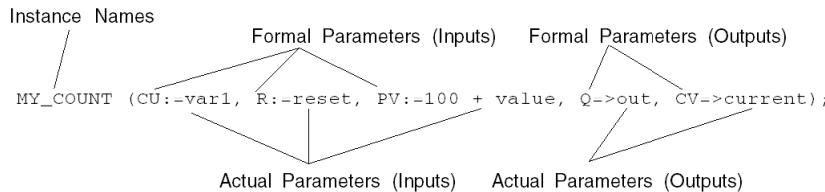
Before calling a function block it must be declared in the variables editor.

## Formal Call

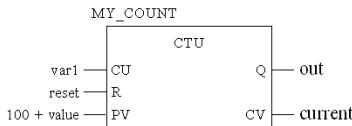
With formal calls (call with formal parameter names), the function block is called using an instruction sequence made from the function blocks instance names that follows a bracketed list of actual parameter assignments to the formal parameters. Assign input formal parameters via `:=Assignment` and the assignment of the input formal parameter using the `:=` assignment. The sequence in which the input formal parameters and output formal parameters are enumerated is **not significant**.

`EN` and `ENO` can be used for this type of call.

Calling a function block with formal parameter names:



Calling the same function block in FBD:



Assigning the value of a function block output is made by entering the actual parameter name, followed by the assignment instruction `:=` followed by the instance name of the function block and loading the formal parameter of the function block output (separated by a full-stop).

E.g.

```

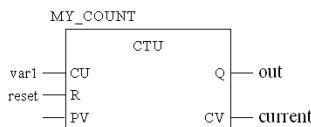
MY_COUNT (CU:=var1, R:=reset, PV:=100 + value);
Q := MY_COUNT.out ;
CV := MY_COUNT.current ;
  
```

**NOTE:** Type Array DDTs cannot be assigned this way. However, Type Structure DDTs may be assigned.

It is not necessary to assign a value to all formal parameters (see also *Parameter, page 566*).

```
MY_COUNT (CU:=var1, R:=reset, Q=>out, CV=>current);
```

Calling the same function block in FBD:

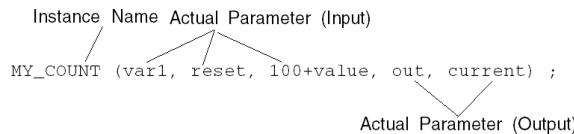


## Informal Call

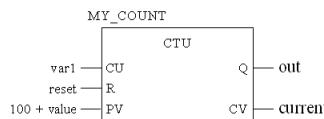
With informal calls (call without Formal parameter names), the function block is called using an instruction made from the function block instance names, followed by a bracketed list of the actual parameters for the inputs and outputs. The order in which the actual parameters are listed in a function block call **is significant**.

EN and ENO **cannot** be used for this type of call.

Calling a function block without formal parameter names:



Calling the same function block in FBD:



With informal calls it is not necessary to assign a value to all formal parameters (see also *Parameter*, page 566). This does not apply for VAR\_IN\_OUT variables, for input parameters with dynamic lengths and outputs of type ANY. It must always be assigned a variable.

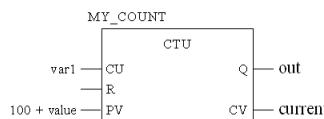
This is a supplement to IEC 61131-3 and must be enabled explicitly.

An empty parameter field is used to skip a parameter.

Call with empty parameter field:

```
MY_COUNT (var1, , 100 + value, out, current);
```

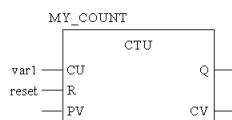
Calling the same function block in FBD:



An empty parameter field does not have to be used if formal parameters are omitted at the end.

```
MY_COUNT (var1, reset);
```

Calling the same function block in FBD:



## Calling a Function Block without Inputs

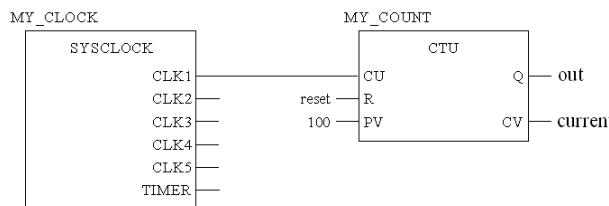
Even if the function block has no inputs or the inputs are not to be parameterized, the function block should be called before its outputs can be used. Otherwise the initial values of the outputs will be transferred, i.e. "0".

E.g.

Calling the function block in ST:

```
MY_CLOCK () ;MY_COUNT (CU:=MY_CLOCK.CLK1, R:=reset, PV:=100,
                        Q=>out, CV=>current) ;
```

Calling the same function block in FBD:



## Multiple Function Block Instance Call

Function block/DFB instances can be called multiple times; other than instances of communication EFBs, these can only be called once.

Calling the same function block/DFB instance more than once makes sense, for example, in the following cases:

- If the function block/DFB has no internal value or it is not required for further processing.  
In this case, memory is saved by calling the same function block/DFB instance more than once since the code for the function block/DFB is only loaded once. The function block/DFB is then handled like a "Function".
- If the function block/DFB has an internal value and this is supposed to influence various program segments, for example, the value of a counter should be increased in different parts of the program.  
In this case, calling the same function block/DFB means that temporary results do not have to be saved for further processing in another part of the program.

## EN and ENO

With all function blocks/DFBs, an EN input and an ENO output can be configured.

If the value of EN is equal to "0", when the function block/DFB is called, the algorithms defined by the function block/DFB are not executed and ENO is set to "0".

If the value of EN is equal to "1", when the function block/DFB is invoked, the algorithms which are defined by the function block/DFB will be executed. After the algorithms have been executed successfully, the value of ENO is set to "1". If an error occurred while executing the algorithms, ENO is set to "0".

If the EN pin is not assigned a value, when the FFB is invoked, the algorithm defined by the FFB is executed (same as if EN equals to "1").

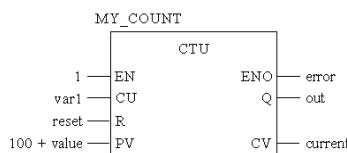
If ENO is set to "0" (results from EN=0 or an error during execution), the outputs of the function block/DFB retain the status from the last cycle in which they were correctly executed.

The output behavior of the function blocks/DFBs does not depend on whether the function blocks/DFBs are called without EN/ENO or with EN=1.

If EN/ENO are used, the function block call must be formal. The assignment of variables to ENO must be made using the => operator.

```
MY_COUNT (EN:=1, CU:=var1, R:=reset, PV:=100 + value,
          ENO=>error, Q=>out, CV=>current) ;
```

Calling the same function block in FBD:



## VAR\_IN\_OUT-Variable

Function blocks are often used to read a variable at an input (input variables), to process it and to restate the altered values of the same variable (output variables). This special type of input/output variable is also called a VAR\_IN\_OUT variable.

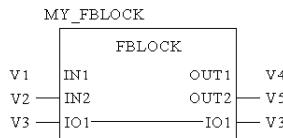
The following special features are to be noted when using function blocks/DFBs with VAR\_IN\_OUT variables.

- All VAR\_IN\_OUT inputs must be assigned a variable.
- VAR\_IN\_OUT inputs may not have literals or constants assigned to them.
- VAR\_IN\_OUT outputs may **not** have values assigned to them.
- VAR\_IN\_OUT variables **cannot** be used outside of the function block call.

Calling a function block with VAR\_IN\_OUT variable in ST:

```
MY_FBLOCK(IN1:=V1, IN2:=V2, IO1:=V3, OUT1=>V4, OUT2=>V5);
```

Calling the same function block in FBD:



`VAR_IN_OUT` variables **cannot** be used outside the function block call.

The following function block calls are therefore **invalid**:

**Invalid** call, example 1:

<code>InOutFB.inout := V1;</code>	Assigning the variables <code>V1</code> to a <code>VAR_IN_OUT</code> parameter. <b>Error:</b> The operation cannot be executed since the <code>VAR_IN_OUT</code> parameter cannot be accessed outside of the function block call.
-----------------------------------	--

**Invalid** call, example 2:

<code>V1 := InOutFB.inout;</code>	Assigning a <code>VAR_IN_OUT</code> parameter to the <code>V1</code> variable. <b>Error:</b> The operation cannot be executed since the <code>VAR_IN_OUT</code> parameter cannot be accessed outside of the function block call.
-----------------------------------	---

The following function block calls are always **valid**:

**Valid** call, example 1:

<code>InOutFB (inout:=V1);</code>	Calling a function block with the <code>VAR_IN_OUT</code> parameter and formal assignment of the actual parameter within the function block call.
-----------------------------------	---

**Valid** call, example 2:

<code>InOutFB (V1);</code>	Calling a function block with the <code>VAR_IN_OUT</code> parameter and informal assignment of the actual parameter within the function block call.
----------------------------	---

## Procedures

### Procedure

Procedures are provided in the form of libraries. The logic of the procedure is created in the programming language C and may not be modified in the ST editor.

Procedures - like functions - have no internal states. If the input values are the same, the value on the output is the same for all executions of the procedure. For example, the addition of two values gives the same result at every execution.

In contrast to functions, procedures do not return a value and support `VAR_IN_OUT` variables.

Procedures are a supplement to IEC 61131-3 and must be enabled explicitly.

### Parameter

"Inputs and outputs" are required to transfer values to or from procedures. These are called formal parameters.

The current process states are transferred to the formal parameters. These are called actual parameters.

The following can be used as actual parameters for procedure inputs:

- Variable
- Address
- Literal
- ST Expression

The following can be used as actual parameters for procedure outputs:

- Variable
- Address

The data type of the actual parameters must match the data type of the formal parameters. The only exceptions are generic formal parameters whose data type is determined by the actual parameter.

When dealing with generic `ANY_BIT` formal parameters, actual parameters of the `INT` or `DINT` (not `UINT` and `UDINT`) data types can be used.

This is a supplement to IEC 61131-3 and must be enabled explicitly.

Example:

#### Allowed:

```
AND (AnyBitParam := IntVar1, AnyBitParam2 := IntVar2);
```

#### Not allowed:

```
AND_WORD (WordParam1 := IntVar1, WordParam2 := IntVar2);
```

(In this case, `AND_INT` must be used.)

```
AND_ARRAY_WORD (ArrayInt, ...);
```

(In this case an explicit type conversion must be carried out using

```
INT_ARR_TO_WORD_ARR (...);.
```

Not all formal parameters must be assigned with a value. You can see which formal parameter types must be assigned with a value in the following table.

Parameter type	EDT	STRING	ARRAY	ANY_ARRAY	IODDT	STRUCT	FB	ANY
Input	-	-	+	+	+	+	+	+
VAR_IN_OUT	+	+	+	+	+	+	/	+
Output	-	-	-	-	-	-	/	+
+ Actual parameter required								
- Actual parameter not required								
/ not applicable								

If no value is allocated to a formal parameter, then the initial value will be used for executing the function block. If no initial value has been defined then the default value (0) is used.

## Programming Notes

Attention should be paid to the following programming notes:

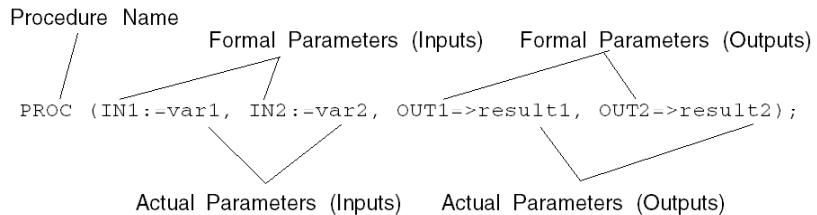
- Procedures are only executed if the input EN=1 or the EN input is not used (see also *EN and ENO, page 577*).
- Special conditions apply when using VAR\_IN\_OUT variables (*see page 578*).
- There are two ways of calling a procedure:
  - Formal call (*see page 575*) (calling a function with formal parameter names)  
This way variables can be assigned to outputs using the => operator.
  - Informal call (*see page 576*) (call without formal parameter names)

## Formal Call

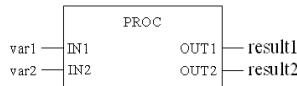
With formal calls (call with formal parameter names), the procedures are called using an instruction sequence made from the procedure name, followed by a bracketed list of actual parameter assignments to the formal parameters. The assignment of the input formal parameter is made using the := assignment and the output formal parameter is made using the => assignment. The sequence in which the input formal parameters and output formal parameters are enumerated is **not significant**.

EN and ENO can be used for this type of call.

Calling a procedure with formal parameter names:



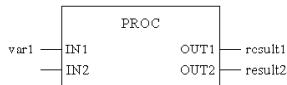
Calling the same procedure in FBD:



With formal calls it is not necessary to assign a value to all formal parameters (see also *Parameter*, page 574).

`PROC (IN1:=var1, OUT1=>result1, OUT2=>result2);`

Calling the same procedure in FBD:

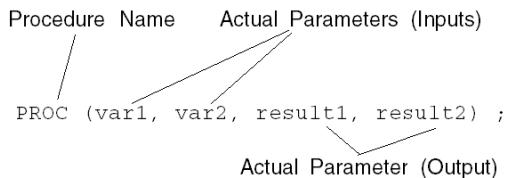


## Informal Call

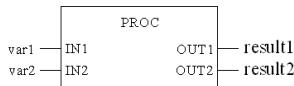
With informal calls (call without formal parameter names), procedures are called using an instruction made from the procedure name, followed by a bracketed list of the inputs and outputs actual parameters. The order that the actual parameters are enumerated in a procedure call is **significant**.

EN and ENO **cannot** be used for this type of call.

Calling a procedure without formal parameter names:



Calling the same procedure in FBD:



With informal calls it is not necessary to assign a value to all formal parameters (see also *Parameter*, page 574).

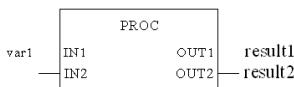
This is a supplement to IEC 61131-3 and must be enabled explicitly.

An empty parameter field is used to skip a parameter.

Call with empty parameter field:

```
PROC (var1, , result1, result2) ;
```

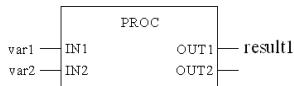
Calling the same procedure in FBD:



An empty parameter field does not have to be used if formal parameters are omitted at the end.

```
PROC (var1, var2, result1) ;
```

Calling the same procedure in FBD:



## EN and ENO

With all procedures, an EN input and an ENO output can be configured.

If the value of EN is equal to "0", when the procedure is called, the algorithms defined by the procedure are not executed and ENO is set to "0".

If the value of EN is "1" when the procedure is called, the algorithms defined by the function are executed. After successful execution of these algorithms, the value of ENO is set to "1". If an error occurs during execution of these algorithms, ENO will be set to "0".

If the EN pin is not assigned a value, when the FFB is invoked, the algorithm defined by the FFB is executed (same as if EN equals to "1").

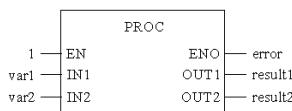
If ENO is set to "0" (caused when EN=0 or an error occurred during executing), the outputs of the procedure are set to "0".

The output behavior of the procedure does not depend on whether the function is called without EN or with EN=1.

If EN/ENO are used, the procedure call must be formal. The assignment of variables to ENO must be made using the => operator.

```
PROC (EN:=1, IN1:=var1, IN2:=var2,
      ENO=>error, OUT1=>result1, OUT2=>result2) ;
```

Calling the same procedure in FBD:



## **VAR\_IN\_OUT Variable**

Procedures are often used to read a variable at an input (input variables), to process it and to restate the altered values of the same variable (output variables). This special type of input/output variable is also called a VAR\_IN\_OUT variable.

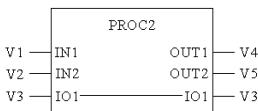
The following special features are to be noted when using procedures with VAR\_IN\_OUT variables.

- All VAR\_IN\_OUT inputs must be assigned a variable.
- VAR\_IN\_OUT inputs may not have literals or constants assigned to them.
- VAR\_IN\_OUT outputs may **not** have values assigned to them.
- VAR\_IN\_OUT variables **cannot** be used outside of the procedure call.

Calling a procedure with VAR\_IN\_OUT variable in ST:

```
PROC2 (IN1:=V1, IN2:=V2, IO1:=V3,
       OUT1=>V4, OUT2=>V5) ;
```

Calling the same procedure in FBD:



VAR\_IN\_OUT variables **cannot** be used outside of the procedure call.

The following procedure calls are therefore **invalid**:

**Invalid call, example 1:**

InOutProc.inout := V1;	Assigning the variables V1 to a VAR_IN_OUT parameter. <b>Error:</b> The operation cannot be executed since the VAR_IN_OUT parameter cannot be accessed outside of the procedure call.
---------------------------	--

**Invalid call, example 2:**

V1 := InOutProc.inout;	Assigning a VAR_IN_OUT parameter to the V1 variable. <b>Error:</b> The operation cannot be executed since the VAR_IN_OUT parameter cannot be accessed outside of the procedure call.
---------------------------	---

The following procedure calls are always **valid**:

**Valid call, example 1:**

InOutProc (inout:=V1);	Calling a procedure with the VAR_IN_OUT parameter and formal assignment of the actual parameter within the procedure call.
---------------------------	--

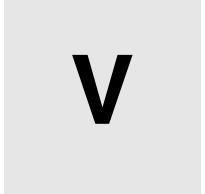
**Valid call, example 2:**

InOutProc (V1);	Calling a procedure with the VAR_IN_OUT parameter and informal assignment of the actual parameter within the procedure call.
-----------------	--



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# User Function Blocks (DFB)



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## In This Part

This part presents:

- The user function blocks (DFB)
- The internal structure of DFBs
- Diagnostics DFBs
- The types and instances of DFBs
- The instance calls using different languages

## What Is in This Part?

This part contains the following chapters:

Chapter	Chapter Name	Page
16	Overview of User Function Blocks (DFB)	583
17	Description of User Function Blocks (DFB)	589
18	User Function Blocks (DFB) Instance	601
19	Use of the DFBs from the Different Programming Languages	607
20	User Diagnostics DFB	625



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# **Overview of User Function Blocks (DFB)**

**16**

---

## **Subject of this Chapter**

This chapter provides an overview of the user function blocks (DFB), and the different steps in their implementation.

## **What Is in This Chapter?**

This chapter contains the following topics:

<b>Topic</b>	<b>Page</b>
Introduction to User Function Blocks	584
Implementing a DFB Function Block	586

## Introduction to User Function Blocks

### Introduction

Unity Pro software enables you to create DFB user function blocks, using automation languages. A DFB is a program block that you write to meet the specific requirements of your application. It includes:

- one or more sections written in Ladder (LD), Instruction List (IL), Structured Text (ST) or Functional Block Diagram (FBD) language
- input/output parameters
- public or private internal variables

Function blocks can be used to structure and optimize your application. They can be used whenever a program sequence is repeated several times in your application, or to set a standard programming operation (for example, an algorithm that controls a motor, incorporating local safety requirements).

By exporting then importing these blocks, they can be used by a group of programmers working on a single application or in different applications.

### Benefits of Using a DFB

Using a DFB function block in an application enables you to:

- simplify the design and entry of the program
- increase the legibility of the program
- facilitate the debugging of the application (all of the variables handled by the function block are identified on its interface)
- reduce the volume of code generated (the code that corresponds to the DFB is only loaded once - however many calls are made to the DFB in the program, only the data corresponding to the instances are generated)

### Comparison with a Subroutine

Compared to a subroutine, using a DFB makes it possible to:

- set processing parameters more easily
- use internal variables that are specific to the DFB and therefore independent from the application
- test its operation independently from the application

Furthermore, LD and FBD languages provide a graphic view of the DFBs, facilitating the design and debugging of your program.

### DFB Created with Previous Software Versions

DFBs created using PL7 and Concept must first be converted using the converters that come with the product, before being used in the application.

**Domain of Use**

The following table shows the domain of use for the DFBs.

Function	Domain
PLCs for which DFBs can be used.	Premium\Atrium and Quantum
DFB creation software	Unity Pro
Software with which DFBs can be used.	Unity Pro or Unity Pro Medium
Programming language for creating the DFB code.	IL, ST, LD or FBD (1)
Programming language with which DFBs can be used.	IL, ST, LD or FBD (1)

(1) IL: Instruction List , ST: Structured Text, LD: LaDder, FBD: Functional Block Diagram language.

## Implementing a DFB Function Block

### Implementation Procedure

There are 3 steps in the DFB function block implementation procedure:

Step	Action
1	Create your DFB model (called: DFB type).
2	Create a copy of this function block, called an instance, every time the DFB is used in the application.
3	Use the DFB instances in your application program.

### Creation of the DFB Type

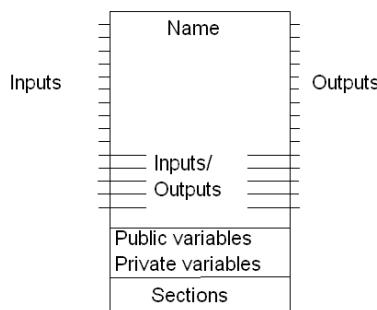
This operation consists in designing a model of the DFB you want to use in your application. To do this, use the DFB editor to define and code all the elements that make up the DFB:

- Description of the function block: name, type (DFB), activation of diagnostics, comment.
- Structure of the function block: parameters, variables, code sections.

**NOTE:** If you use a DFB that is already in the User-Defined Library and modify it, the new modified type will be used for any additional instances in the open project. However, the User-Defined Library remains unchanged.

### Description of a DFB Type

The following diagram shows a graphic representation of a DFB model.



The function block comprises the following elements:

- Name: name of the DFB type (max. 32 characters). This name must be unique in the libraries, the authorized characters used depend on the choice made in the **Identifiers** area of the **Language extensions** tab in the **Project Settings** (see *Unity Pro, Operating Modes*):
- Inputs: input parameters (excluding input/output parameters).
- Outputs: output parameters (excluding input/output parameters).
- Inputs/Outputs: input/output parameters.
- Public variables: internal variables accessible by the application program.
- Private variables: nested internal variables or DFBs, not accessible by the application program.
- Sections: DFB code sections in LD, IL, ST or FBD.
- Comment of a maximum of 1024 characters. Formatting characters (carriage return, tab, etc.) are not authorized.

For each type of DFB, a descriptive file is also accessible via a dialog box: size of the DFB, number of parameters and variables, version number, date of last modification, protection level, etc.

### Online Help for DFB Types

It is possible to link an HTML help file to each DFB in the User-Defined Library. This file must:

- Have a name that is identical to the linked DFB,
- Be located in the directory `\Schneider  
Electric\FFBLibset\CustomLib\MyCustomFam\Language` (where **Language** is named **Eng, Fre, Ger, Ita, Spa** or **Chs** according to the language desired).

### Creation of a DFB Instance

Once the DFB type is created, you can define an instance of this DFB via the variable editor or when the function is called in the program editor.

### Use of DFB Instances

A DFB instance is used as follows

- as a standard function block in Ladder (LD) or Functional Block Diagram (FBD) language,
- as an elementary function in Structured Text (ST) or Instruction List (IL) language.

A DFB instance can be used in all application program tasks, except event tasks and Sequential Function Chart (SFC) transitions.

## Storage

The DFB types the user creates can be stored (*see Unity Pro, Operating Modes*) in the function and function block library.

---

# Description of User Function Blocks (DFB)

17

---

## Subject of this Chapter

This chapter provides an overview of the different elements that make up the user function blocks.

## What Is in This Chapter?

This chapter contains the following topics:

Topic	Page
Definition of DFB Function Block Internal Data	590
DFB Parameters	592
DFB Variables	596
DFB Code Section	598

## Definition of DFB Function Block Internal Data

### At a Glance

There are two types of DFB internal data:

- The parameters: Input, Output or Input/Output.
- Public or Private variables.

The internal data of the DFB must be defined using symbols (this data cannot be addressed as an address).

### Elements to Define for Each Parameter

When the function block is created, the following must be defined for each parameter:

- Name: Name of DFB type (max. 32 characters). This name must be unique in the libraries; the authorized characters used depend on the choice made in the **Identifiers** area of the **Language extensions** tab in **Project Settings** (*see Unity Pro, Operating Modes*):
- A type of object (BOOL, INT, REAL, etc.).
- A comment of a maximum of 1024 characters (optional). Formatting characters (carriage return, tab, etc.) are not allowed.
- An initial value.
- The read/write attribute that defines whether the variable may or may not be written in runtime: R (read only) or R/W (read/write). This attribute must only be defined for public variables.
- The backup attribute that defines whether the variable may or may not be saved.

### Types of Objects

The types of objects that may be defined for the DFB parameters belong to the following families:

- Elementary data family: EDT. This family includes the following object types: Boolean (BOOL, EBOOL), Integer (INT, DINT, etc.), Real (REAL), Character string (STRING), Bit string (BYTE, WORD, etc.), etc.
- Derived data family: DDT. This family includes table (ARRAY) and structure (user or IODDT) object types.
- Generic data families: ANY\_ARRAY\_xxx.
- The function block family: FB. This family includes EFB and DFB object types.

## Authorized Objects for the Different Parameters

For performances reasons, the addressing mode of the DFB parameters must be transferred by address for the following object families

- Inputs
- Inputs/Outputs
- Outputs

The addressing mode of a Function Block element is linked to the element type. The addressing modes are passed by:

- Value (VAL)
- Relocation table entry (RTE)
- Logical address: RTE+Offset (L-ADR)
- Logical address and number of elements (L-ADR-LG)
- IO channel structure (IOCHS)

For each of the DFB parameters, the following object families may be used with its associated addressing modes:

Object families	EDT	STRING	Anonymous or DDT array	DDT <sup>(1)</sup>	IODDT	GDT: ANY_ARRAY_X	FB	ANY...
Inputs	VAL	L-ADR-LG	L-ADR-LG	L-ADR	No	L-ADR-LG	No	L-ADR-LG
Inputs/out puts	L-ADR <sup>(2)</sup>	L-ADR-LG	L-ADR-LG	L-ADR	IOCHS ( <i>see page 611</i> )	L-ADR-LG	No	L-ADR-LG
Outputs	VAL	VAL	L-ADR-LG	VAL	No	L-ADR-LG	No	L-ADR-LG
Public variables	VAL	VAL	VAL	VAL	No	No	No	No
Private variables	VAL	VAL	VAL	VAL	No	No	RTE	No
<b>Key:</b>								
(1)	Derived data family, except input/output derived data types (IODDT).							
(2)	Except for EBOOL-type static variables, with Quantum PLCs.							

## CAUTION

### UNEXPECTED APPLICATION BEHAVIOR - ARRAY INDEX

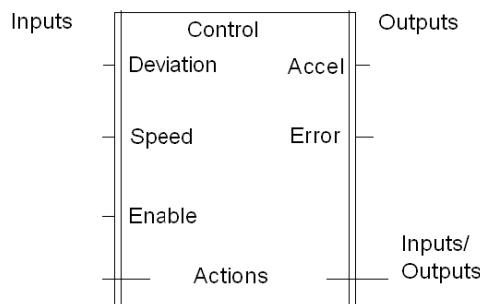
Take into account the shift of the index for ARRAY variables that have a not null start index on ANY\_ARRAY\_X entry (the shift equals the start index value).

**Failure to follow these instructions can result in injury or equipment damage.**

## DFB Parameters

### Illustration

This illustration shows some examples of DFB parameters



### Description of the Parameters

This table shows the role of each parameter

Parameter	Maximum number	Role
Inputs	32 (1)	These parameters can be used to transfer the values of the application program to the internal program of the DFB. They are accessible in read-only by the DFB, but are not accessible by the application program.
Outputs	32 (2)	These parameters can be used to transfer the values of the DFB to the application program. They are accessible for reading by the application program except for ARRAY-type parameters.
Inputs/ Outputs	32	These parameters may be used to transfer data from the application program to the DFB, which can then modify it and return it to the application program. These parameters are not accessible by the application program.

#### Legend:

- (1) Number of inputs + Number of inputs/outputs less than or equal to 32
- (2) Number of outputs + Number of inputs/outputs less than or equal to 32

**NOTE:** The IODDT related to CANopen devices for Modicon M340 cannot be used as a DFB I/O parameter. During the analyse/build step of a project, the following message:"This IODDT cannot be used as a DFB parameter" advises the limitations to the user.

## Parameters that Can Be Accessed by the Application Program

The only parameters that can be accessed by the application program outside the call are output parameters. To make this possible, the following syntax must be used in the program: **DFB\_Name.Parameter\_name**

**DFB\_Name** represents the name of the instance of the DFB used (maximum of 32 characters).

**Parameter\_Name** represents the name of the output parameter (maximum 32 characters).

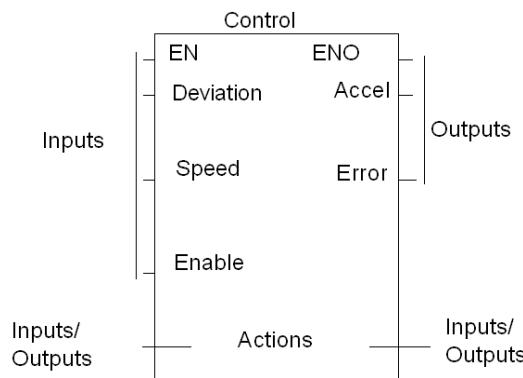
**Example:** Control.Accel indicates the output **Accel** of the DFB instance called **Control**

## EN and ENO Parameters

**EN** is an input parameter, and **ENO** is an output parameter. They are both of **BOOL** type, and may or may not be used (optional) in the definition of a DFB type.

Where the user wishes to use these parameters, the editor sets them automatically: EN is the first input parameter and ENO the first output parameter.

Example of implementation of EN\ENO parameters.



If the EN input parameter of an instance is assigned the value 0 (FALSE), then:

- the section(s) that make up the code of the DFB is/are not executed (this is managed by the system),
- the ENO output parameter is set to 0 (FALSE) by the system.

If the EN input parameter of an instance is assigned the value 1 (TRUE), then:

- the section(s) that make up the code of the DFB is/are executed (this is managed by the system),
- the ENO output parameter is set to 1 (TRUE) by the system.

If an error is detected (for example a processing error) by the DFB instance, the user has the option of setting the ENO output parameter to 0 (FALSE). In this case:

- either the output parameters are frozen in the state they were in during the previous process until the fault disappears,
- or the user provides a function in the DFB code whereby the outputs are forced to the required state until the fault disappears.

### **VAR\_IN\_OUT Variable**

Function blocks are often used to read a variable at an input (input variables), to process it and to output the updated values of the same variable (output variables). This special type of input/output variable is also called a `VAR_IN_OUT` variable.

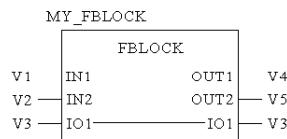
The following special features are to be noted when using function blocks/DFBs with `VAR_IN_OUT` variables.

- All `VAR_IN_OUT` inputs must be assigned a variable.
- `VAR_IN_OUT` inputs may not have literals or constants assigned to them.
- `VAR_IN_OUT` outputs may **not** have values assigned to them.
- `VAR_IN_OUT` variables **cannot** be used outside the block call.

Calling a function block with a `VAR_IN_OUT` variable in IL:

```
CAL MY_FBLOCK(IN1:=V1, IN2:=V2, IO1:=V3,
                OUT1=>V4, OUT2=>V5)
```

Calling the same function block in FBD:



`VAR_IN_OUT` variables **cannot** be used outside the function block call.

The following function block calls are therefore **invalid**:

**Invalid** call, example 1:

LD V1	Loading a <code>V1</code> variable in the accumulator
CAL InOutFB	Calling a function block with the <code>VAR_IN_OUT</code> parameter. The accumulator now contains a reference to a <code>VAR_IN_OUT</code> parameter.
AND V2	<b>Error:</b> The operation cannot be performed since the <code>VAR_IN_OUT</code> parameter (accumulator contents) cannot be accessed from outside the function block call.

**Invalid** call, example 2:

LD V1	Loading a V1 variable in the accumulator
AND InOutFB.inout	AND operation on accumulator contents and a reference to a VAR_IN_OUT parameter. <b>Error:</b> The operation cannot be performed since the VAR_IN_OUT parameter cannot be accessed from outside the function block call.

The following function block calls are always **valid**:

**Valid** call, example 1:

CAL InOutFB (IN1:=V1,inout:=V2)	Calling a function block with the VAR_IN_OUT parameter and assigning the actual parameter within the function block call.
------------------------------------	---

**Valid** call, example 2:

LD V1	Loading a V1 variable in the accumulator
ST InOutFB.IN1	Assigning the accumulator contents to the IN1 parameter of the IN1 function block.
CAL InOutFB (inout:=V2)	Calling the function block with assignment of the actual parameter (V2) to the VAR_IN_OUT parameter.

## DFB Variables

### Description of the Variables

This table shows the role of each type of variable.

Variable	Maximum number	Role
Public	unlimited	These internal variables of the DFB may be used by the DFB, by the application program and by the user in adjust mode.
Private	unlimited	These internal variables of the DFB can only be used by this function block, and are therefore not accessible by the application program, but these type of variables can be accessed by the animation table. These variables are generally necessary to the programming of the block, but are of no interest to the user (for example, the result of an intermediate calculation, etc.).

**NOTE:** Nested DFBs are declared as private variables of the parent DFB. So their variables are also not accessible through programming, but through the animation table.

### Variables that Can Be Accessed by the Application Program

The only variables that can be accessed by the application program are public variables. To make this possible, the following syntax must be used in the program:  
**DFB\_Name.Variable\_Name**

**DFB\_Name** represents the name of the instance of the DFB used (maximum of 32 characters),

**Variable\_Name** represents the name of the public variable (maximum of 8 characters).

**Example:** Control.Gain indicates the public variable Gain of the DFB instance called Control

## Saving Public Variables

Setting the %S94 system bit to 1 causes the public variables you have modified to be saved by program or by adjustment, in place of the initial values of these variables (defined in the DFB instances).

Replacement is only possible if the backup attribute is correctly set for the variable.

### **NOTICE**

#### **APPLICATION UPLOAD NOT SUCCESSFUL**

The bit %S94 must not be set to 1 during an upload.

If the bit %S94 is set to 1 upload then the upload may be impossible.

**Failure to follow these instructions can result in equipment damage.**

## DFB Code Section

### General

The code section(s) define(s) the process the DFB is to carry out, as a function of the declared parameters.

If the IEC option is set, a single section may be attached to the DFB. Otherwise, a DFB may contain several code sections; the number of sections being unlimited.

### Programming Languages

To program DFB sections, you can use the following languages:

- Instruction List (IL)
- Structured Text (ST)
- Ladder language (LD)
- Functional Block Diagram (FBD)

### Defining a Section

A section is defined by:

- a symbolic name that identifies the section (maximum of 32 characters)
- a validation condition that defines the execution of the section
- a comment (maximum of 256 characters)
- a protection attribute (no protection, write-protected section, read/write-protected section)

### Programming Rules

When executed, a DFB section can only use the parameters you have defined for the function block (input, output and input/output parameters and internal variables).

Consequently, a DFB function block cannot use either the global variables of the application, or the input/output objects, except the system words and bits (%Si, %SWi and %SDi).

A DFB section has maximum access rights (read and write) for its parameters.

## Example of Code

The following program provides an example of Structured Text code

```
CHR_200:=CHR_100;
CHR_114:=CHR_104;
CHR_116:=CHR_106;
RESET DEMARRE;
(*We increment 80 times CHR_100*)
FOR CHR_102:=1 TO 80 DO
    INC CHR_100;
    WHILE((CHR_104-CHR_114)<100)DO
        IF(CHR_104>400) THEN
            EXIT;
        END IF;
        INC CHR_104;
        REPEAT
            IF(CHR_106>300) THEN
                EXIT;
            END IF;
            INC CHR_106;
            UNTIL ((CHR_100-CHR_116)>100)
        END REPEAT;
    END WHILE;
    (* Loop as long as CHR_106)
    IF (CHR_106=CHR_116)
        THEN EXIT;
    ELSE
        CHR_114:=CHR_104;
        CHR_116:=CHR_106;
    END IF;
    INC CHR_200;
END FOR;
```



---

# User Function Blocks (DFB) Instance

18

---

## Subject of this Chapter

This chapter provides an overview of the creation of a DFB instance, and its execution.

## What Is in This Chapter?

This chapter contains the following topics:

Topic	Page
Creation of a DFB Instance	602
Execution of a DFB Instance	603
Programming Example for a Derived Function Block (DFB)	604

## Creation of a DFB Instance

### DFB Instance

A DFB instance is a copy of the DFB model (DFB type):

- It uses the DFB type code (the code is not duplicated).
- It creates a data zone specific to this instance, which is a copy of the parameters and variables of the DFB type. This zone is situated in the application's data area.

You must identify each DFB instance you create with a name of a maximum 32 characters, the authorized characters used depend on the choice made in the **Identifiers** area of the **Language extensions** tab in the **Project Settings** (see *Unity Pro, Operating Modes*).

The first character must be a letter! Keywords and symbols are prohibited.

### Creation of an Instance

From a DFB type, you can create as many instances as necessary; the only limitation is the size of the PLC memory.

### Initial Values

The initial values of the parameters and public variables that you defined when creating the DFB type can be modified for each DFB instance.

Not all DFB parameters have an initial value.

Modification of the initial values of the elements in the DFB instances

	<b>EDT (except String type)</b>	<b>String Type</b>	<b>EDT</b>	<b>DDT structure</b>	<b>FB</b>	<b>ANY_ARRAY</b>	<b>IODDT</b>	<b>ANY_...</b>
<b>Inputs</b>	Yes	No	No	No	-	No	-	No
<b>Input/Output</b>	No	No	No	No	-	No	No	No
<b>Outputs</b>	Yes	Yes	No	Yes	-	-	-	No
<b>Public variables</b>	Yes	Yes	Yes	Yes	-	-	-	-
<b>Private Variables</b>	No	No	No	No	No	-	-	-

Modification of the initial values of the elements in the DFB type

	<b>EDT (except String type)</b>	<b>String Type</b>	<b>EDT</b>	<b>DDT structure</b>	<b>FB</b>	<b>ANY_ARRAY</b>	<b>IODDT</b>	<b>ANY_...</b>
<b>Inputs</b>	Yes	No	No	No	-	No	-	No
<b>Input/Output</b>	No	No	No	No	-	No	No	No
<b>Outputs</b>	Yes	Yes	No	Yes	-	-	-	No
<b>Public variables</b>	Yes	Yes	Yes	Yes	-	-	-	-
<b>Private Variables</b>	Yes	Yes	Yes	Yes	No	-	-	-

## Execution of a DFB Instance

### Operation

A DFB instance is executed as follows.

Step	Action
1	Loading the values in the input and input/output parameters. On initialization (or on cold restart), all non-assigned inputs take the initial value defined in the DFB type. They then keep the last value assigned to them.
2	Execution of the internal program of the DFB.
3	Writing the output parameters.

**NOTE:** The internal variables of DFBs are not reinitialized when using **Build project online** command after an input modification. To reinitialize all internal variables use **Rebuild all project** command.

### Debugging of DFBs

The Unity Pro software offers several DFB debugging tools:

- animation table: all parameters, and public and private variables are displayed and animated in real-time. Objects may be modified and forced
- breakpoint, step by step and program diagnostics
- runtime screens: for unitary debugging

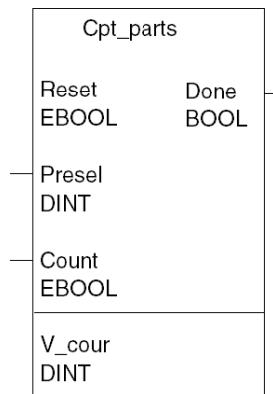
## Programming Example for a Derived Function Block (DFB)

### General

This example of programming a counter using a DFB is provided for instruction purposes.

### Characteristics of the DFB Type

The DFB type used to create the counter is as follows.



The elements of the **Cpt\_parts** DFB type are as follows.

Elements	Description
Name of the DFB type	<b>Cpt_parts</b>
Input parameters	<ul style="list-style-type: none"><li>● <b>Reset</b>: counter reset (EBOOL type)</li><li>● <b>Presel</b>: Preset value of the counter (DINT type)</li><li>● <b>Count</b>: upcounter input (EBOOL type)</li></ul>
Output parameters	<b>Done</b> : preset value reached output (BOOL type)
Public internal variable	<b>V_cour</b> : current value of the counter (DINT type)

## Operation of the Counter

The operation of the counter must be as follows.

Phase	Description
1	The DFB counts the rising edges on the <b>Count</b> input.
2	The number of edges it counts is then stored by the variable <b>V_cour</b> . This variable is reset by a rising edge on the <b>Reset</b> input.
3	When the number of edges counted is equal to the preset value, the <b>Done</b> output is set to 1. This variable is reset by a rising edge on the <b>Reset</b> input.

## Internal Program of the DFB

The internal program of the DFB type **Cpt\_parts** is defined in Structured Text as follows.

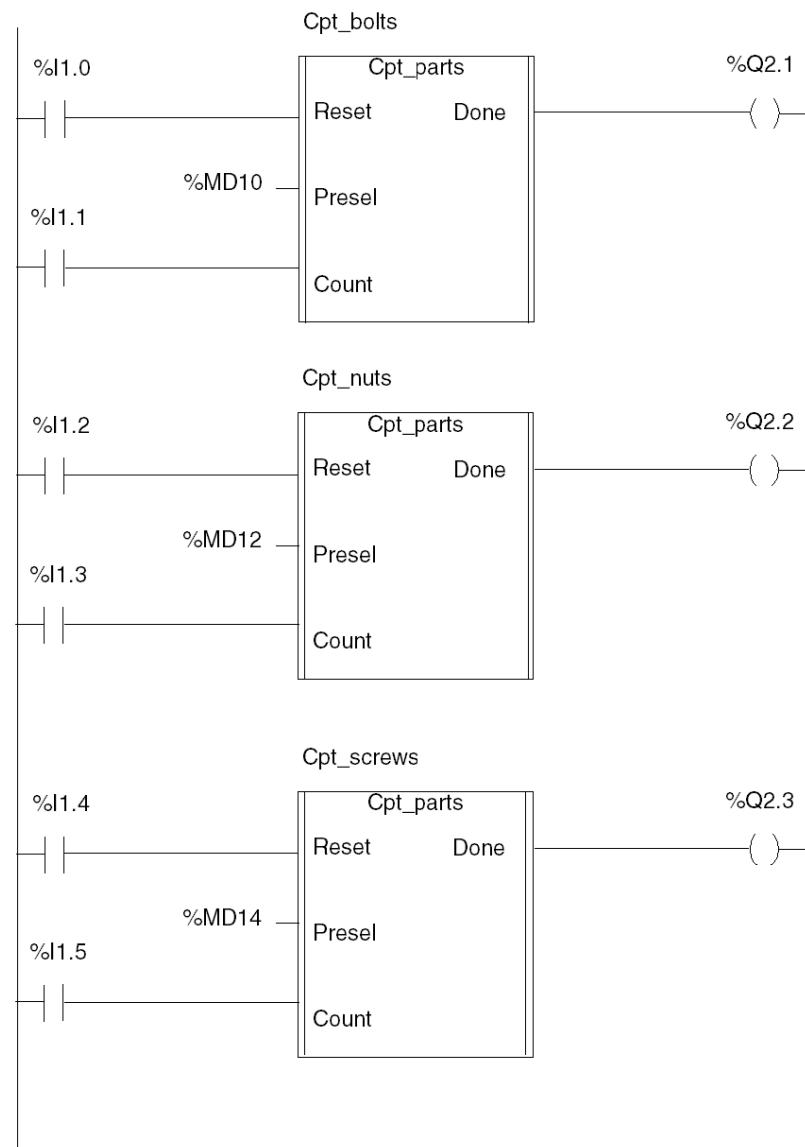
```
!(*Programming of the Cpt_parts DFB*)
IF RE (Reset) THEN
    V_cour:=0;
END_IF;
IF RE (Count) THEN
    V_cour:=V_cour+1;
END_IF;
IF(V_cour>=Presel) THEN
    SET (Done);
ELSE
    RESET (Done);
END_IF;
```

## Example of Use

Let us suppose your application needs to count 3 part types (for example, bolts, nuts and screws). The DFB type **Cpt\_parts** can be used three times (3 instances) to perform these different counts.

The number of parts to be procured for each type is defined in the words %MD10, %MD12 and %MD14 respectively. When the number of parts is reached, the counter sends a command to an output (%Q1.2.1, %Q1.2.2 or %Q1.2.3) which then stops the procurement system for the corresponding parts.

The application program is entered in Ladder language as follows. The 3 DFBs (instances) `Cpt_bolts`, `Cpt_nuts` and `Cpt_screws` are used to count the different parts.



---

# Use of the DFBs from the Different Programming Languages

19

---

## Subject of this Chapter

This chapter provides an overview of DFB instance calls made using the different programming languages.

## What Is in This Chapter?

This chapter contains the following topics:

Topic	Page
Rules for Using DFBs in a Program	608
Use of IODDTs in a DFB	611
Use of a DFB in a Ladder Language Program	614
Use of a DFB in a Structured Text Language Program	616
Use of a DFB in an Instruction List Program	619
Use of a DFB in a Program in Function Block Diagram Language	623

## Rules for Using DFBs in a Program

### General

DFB instances can be used in all languages [Instruction List (IL), Structured Text (ST), Ladder (LD) and Function Block Diagram (FBD)] and in all the tasks of the application program (sections, subroutine, etc.), except for SFC program transition.

### General Rules of Use

When using a DFB, you must comply with the following rules for whatever language is being used:

- It is not necessary to connect all the input, input/output or output parameters, except the following parameters, which it is compulsory for you to assign:
  - generic data-type input parameters (ANY\_INT, ANY\_ARRAY, etc.)
  - input/output parameters
  - generic data-type output parameters (other than tables) (ANY\_INT, ANY\_REAL, etc.)
  - STRING-type input parameters
- unconnected input parameters keep the value of the previous call or the initialization value defined for these parameters, if the block has never been called
- all of the objects assigned to the input, input/output and output parameters must be of the same type as those defined when the DFB type was created (for example: if the type INT is defined for the input parameter "speed", then you cannot assign it the type DINT or REAL)

The only exceptions are BOOL and EBOOL types for input and output parameters (not for input/output parameters), which can be mixed.

**Example:** The input parameter "Validation" may be defined as BOOL and associated with a %Mi internal bit of type EBOOL. However, in the internal code of the DFB type, the input parameter actually has BOOL-type properties (it cannot manage edges).

## Assignment of Parameters

The following table summarizes the different possibilities for assigning parameters in the different programming languages.

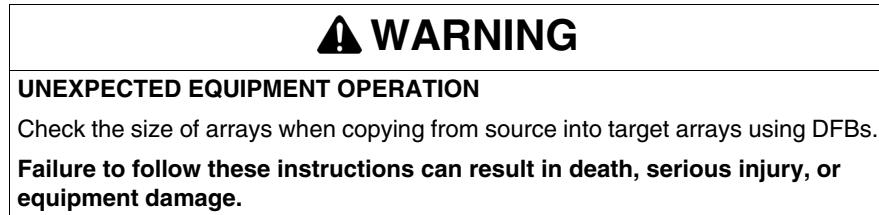
Parameter	Type	Assignment of the parameter (1)	Assignment
Inputs	EDT (2)	Connected, value, object or expression	Optional (3)
	BOOL	Connected, value, object or expression	Optional
	DDT	Connected, value or object	Compulsory
	ANY_...	Connected or object	Compulsory
	ANY_ARRAY	Connected or object	Compulsory
Inputs/outputs	EDT	Connected or object	Compulsory
	DDT	Connected or object	Compulsory
	IODDT	Connected or object	Compulsory
	ANY_...	Connected or object	Compulsory
	ANY_ARRAY	Connected or object	Compulsory
Outputs	EDT	Connected or object	Optional
	DDT	Connected or object	Optional
	ANY_...	Connected or object	Compulsory
	ANY_ARRAY	Connected or object	Optional

(1) Connected in Ladder (LD) or Function Block Diagram (FBD) language. Value or object in Instruction List (IL) or Structured Text (ST) language.

(2) Except BOOL-type parameters

(3) Except for STRING-type parameters that is compulsory.

## Rules when using DFBs with arrays



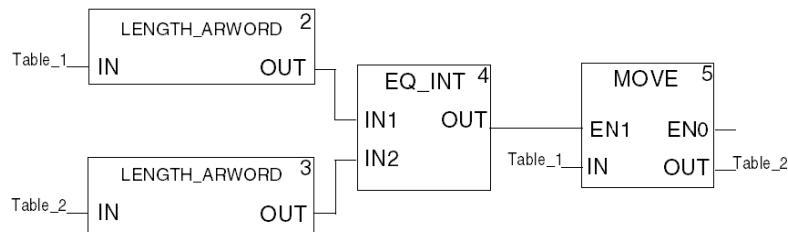
When using dynamic arrays, it is mandatory to check the sizes of arrays that are identical. In specific case, using dynamic arrays as an output or input/output, an overflow could lead to improper execution of the program and stop of the PLC.

This behavior occurs if the following conditions are fulfilled simultaneously:

- Use of a DFB with at least one output or I/O parameter of dynamic array type (ANY\_ARRAY\_XXX).
- In the coding of a DFB, use of a function or function block (FFB of type FIFO, LIFO, MOVE, MVX, T2T, SAH or SEL). Note that, the function or FFB needs two ANY type parameters with at least one defined on the output.
- The DFB parameter of the dynamic array is used in writing during the FFB call (on the ANY type parameter). For other ANY parameters, an array with a fixed size is used.
- The size of the fixed size array is bigger than the size of the dynamic array calculated to store the result.

### Example for checking the size of arrays

The following example shows how to check the size of arrays using the function LENGTH\_ARWORD in a DFB.



In this example, Table\_1 is an array with a fixed size, Table\_2 is a dynamic array of type ANY\_ARRAY\_WORD. This program checks the size of each array. The functions LENGTH\_ARWORD compute the size of each array in order to condition the execution of the MOVE function.

## Use of IODDTs in a DFB

### At a Glance

The following tables present the different IODDTs for the Modicon M340, Premium and Quantum PLCs that can be used in a DFB (exclusively as input/output (see page 591) parameters).

### IOODT that Can Be Used in a DFB

The following table lists the IODDTs of the different application for Modicon M340, Premium and Quantum PLCs that can be used in a DFB .

IODDT families	Modicon M340	Premium	Quantum
<b>Discrete application</b>			
T_DIS_IN_GEN	No	No	No
T_DIS_IN_STD	No	No	No
T_DIS_EVT	No	No	No
T_DIS_OUT_GEN	No	No	No
T_DIS_OUT_STD	No	No	No
T_DIS_OUT_REFLEX	No	No	No
<b>Analog application</b>			
T_ANA_IN_GEN	No	No	No
T_ANA_IN_STD	No	No	No
T_ANA_IN_CTRL	No	Yes	No
T_ANA_IN_EVT	No	Yes	No
T_ANA_OUT_GEN	No	No	No
T_ANA_OUT_STD	No	No	No
T_ANA_IN_BMX	Yes	No	No
T_ANA_IN_T_BMX	Yes	No	No
T_ANA_OUT_BMX	Yes	No	No
T_ANA_IN_VE	No	No	No
T_ANA_IN_VWE	No	No	No
T_ANA_BI_VWE	No	No	No
T_ANA_BI_IN_VWE	No	No	No
<b>Counting application</b>			
T_COUNT_ACQ	No	Yes	No
T_COUNT_HIGH_SPEED	No	Yes	No
T_COUNT_STD	No	Yes	No

<b>IODDT families</b>	<b>Modicon M340</b>	<b>Premium</b>	<b>Quantum</b>
T_SIGN_CPT_BMX	Yes	No	No
T_UNSIGN_CPT_BMX	Yes	No	No
T_CNT_105	No	No	No
<b>Electronic cam application</b>			
T_CCY_GROUP0	No	No	No
T_CCY_GROUP1_2_3	No	No	No
<b>Axis control application</b>			
T_AXIS_AUTO	No	Yes	No
T_AXIS_STD	No	Yes	No
T_INTERPO_STD	No	Yes	No
T_STEPPER_STD	No	Yes	No
<b>Sercos application</b>			
T_CSY_CMD	No	Yes	No
T_CSY_TRF	No	Yes	No
T_CSY_RING	No	Yes	No
T_CSY_IND	No	Yes	No
T_CSY_FOLLOW	No	Yes	No
T_CSY_COORD	No	Yes	No
T_CSY_CAM	No	Yes	No
<b>Communication application</b>			
T_COM_STS_GEN	Yes	Yes	No
T_COM_UTW_M	No	Yes	No
T_COM_UTW_S	No	Yes	No
T_COM_MB	No	Yes	No
T_COM_CHAR	No	Yes	No
T_COM_FPW	No	Yes	No
T_COM_MB_P	No	Yes	No
T_COM_JNET	No	Yes	No
T_COM_ASI	No	Yes	No
T_COM_ETY_1X0	No	Yes	No
T_COM_ETY_210	No	Yes	No
T_COM_IBS_128	No	Yes	No
T_COM_IBS_242	No	Yes	No
T_COM_PBY	No	Yes	No

<b>IODDT families</b>	<b>Modicon M340</b>	<b>Premium</b>	<b>Quantum</b>
T_COM_CPP100	No	Yes	No
T_COM_ETYX103	No	Yes	No
T_COM_ETHCOPRO	No	Yes	No
T_COM_MB_BMX	Yes	No	No
T_COM_CHAR_BMX	Yes	No	No
T_COM_CO_BMX	Yes	No	No
T_COM_ETH_BMX	Yes	No	No
<b>Adjustment application</b>			
T_PROC_PLOOP	No	Yes	No
T_PROC_3SING_LOOP	No	Yes	No
T_PROC_CASC_LOOP	No	Yes	No
T_PROC_SPP	No	Yes	No
T_PROC_CONST_LOOP	No	Yes	No
<b>Weiging application</b>			
T_WEIGHTING_ISPY101	No	Yes	No
<b>Common to all applications</b>			
T_GEN_MOD	No	No	No

## Use of a DFB in a Ladder Language Program

### Principle

In Ladder language, there are two possible ways of calling a DFB function block:

- via a textual call in an operation block in which the syntax and constraints on the parameters are identical to those of Structured Text language
- via a graphic call

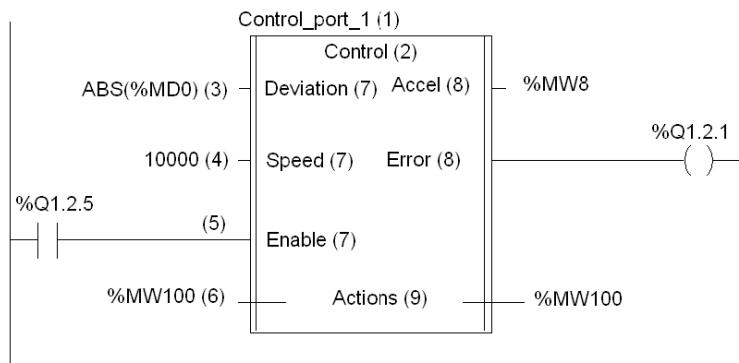
The inputs of the function blocks may be connected or assigned a value, an object or an expression. In any case, the type of external element (value, evaluation of the expression, etc.) must be identical to that of the input parameter.

A DFB block must have at least one connected Boolean input and an output (if necessary). For this you may use the EN input parameters and the ENO output parameter (see the description of these parameters below).

It is compulsory to connect or assign the ANY\_ARRAY-type inputs, the generic data-type outputs (ANY\_...) and the input/outputs of a DFB block.

### Graphic Representation of a DFB Block

The following illustration shows a simple DFB programming example.



## Elements of the DFB Block

The following table lists the different elements of the DFB block, labeled in the above illustration.

Label	Element
1	Name of the DFB (instance)
2	Name of the DFB type
3	Input assigned by an expression
4	Input assigned by a value
5	Connected input
6	Input assigned by an object (address or symbol)
7	Input parameters
8	Output parameters
9	Input/output parameters

## Use of EN\ENO Parameters

See *EN and ENO Parameters, page 593*

## Use of a DFB in a Structured Text Language Program

### Principle

In Structured Text, a user function block is called by a DFB call: name of the DFB instance followed by a list of arguments. Arguments are displayed in the list between brackets and separated by commas.

The DFB call can be of one of two types:

- a formal call, when arguments are assignments (parameter = value). In this case, the order in which the arguments are entered in the list is not important.  
The EN input parameter and the ENO output parameter can be used to control the execution of the function block
- an informal call, when arguments are values (expression, object or an immediate value). In this case, the order in which the arguments are entered in the list must follow the order of the DFB input parameters, including for non-assigned inputs (the argument is an empty field)  
It is not possible to use EN and ENO parameters.

DFB\_Name (argument 1, argument 2, . . . , argument n)

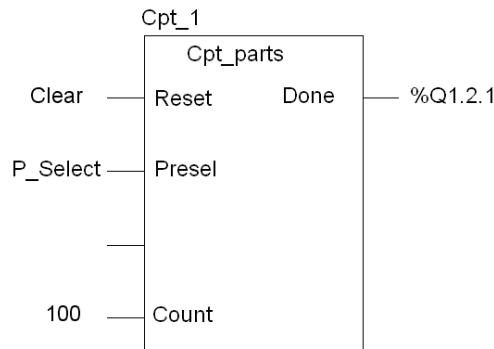
**NOTE:** The ANY\_ARRAY-type inputs, generic data-type outputs (ANY\_...) and input/outputs of a DFB must be assigned.

### Use of EN\ENO Parameters

See *EN and ENO Parameters, page 593*

### Example of a DFB

The following simple example explains the different DFB calls in Structured Text language. This is the instance Cpt\_1 of the Cpt\_parts: type DFB.



## Formal DFB Call

The formal DFB call `Cpt_1` is performed with the following syntax:

```
Cpt_1 (Reset:=Clear, Presel:=P_Select, Count:=100,  
Done=>%Q1.2.1);
```

Where the input parameters assigned by a value (expression, object or immediate value) are entered in the list of arguments, the syntax is:

```
Cpt_1 (Reset:=Clear, Presel:=P_Select, Count:=100);  
...  
%Q1.2.1:=Cpt_1.Done;
```

## Elements of the Sequence

The following table lists the different elements of the program sequence, when a formal DFB call is made.

Element	Meaning
<code>Cpt_1</code>	Name of the DFB instance
<code>Reset, Presel, Count</code>	Input parameters
<code>:=</code>	Assignment symbol of an input
<code>Clear</code>	Assignment object of an input (symbol)
<code>100</code>	Assignment value of an input
<code>Done</code>	Output parameter
<code>=&gt;</code>	Assignment symbol of an output
<code>%Q1.2.1</code>	Assignment object of an output (address)
<code>;</code>	End of sequence symbol
<code>,</code>	Argument separation symbol

## Informal DFB Call

The informal DFB call `Cpt_1` is performed with the following syntax:

```
Cpt_1 (Clear, %MD10, , 100);  
...  
%Q1.2.1:=Cpt_1.Done;
```

### Elements of the Sequence

The following table lists the different elements of the program sequence, when a formal DFB call is made.

Element	Meaning
Cpt_1	Name of the DFB instance
Clear, %MD10, ,100	Assignment object or value of the inputs. Non-assigned inputs are represented by an empty field
:	End of sequence symbol
,	Argument separation symbol

## Use of a DFB in an Instruction List Program

### Principle

In Instruction List, a user function block is called by a `CAL` instruction, followed by the name of the DFB instance as an operand and a list of arguments (optional). Arguments are displayed in the list between brackets and separated by commas.

In Instruction List, there are three possible ways of calling a DFB:

- The instruction `CAL DFB_Name` is followed by a list of arguments that are assignments (`parameter = value`). In this case, the order in which the arguments are entered in the list is not important.  
The EN input parameter can be used to control the execution of the function block.
- The instruction `CAL DFB_Name` is followed by a list of arguments that are values (`expression, object or immediate value`). In this case, the order in which the arguments are entered in the list must follow the order of the DFB input parameters, including for non-assigned inputs (the argument is an empty field). It is not possible to use EN and ENO parameters.
- The instruction `CAL DFB_Name` is not followed by a list of arguments. In this case, this instruction must be preceded by the assignment of the input parameters, via a register: loading of the value (Load) then assignment to the input parameter (Store). The order of assignment of the parameters (LD/ST) is not important; however, you must assign all the required input parameters before executing the `CAL` command. It is not possible to use EN and ENO parameters.

`CAL DFB_Name (argument 1,argument 2,...,argument n)`

or

`LD Value 1`

`ST Parameter 1`

`...`

`LD Value n`

`ST Parameter n`

`CAL DFB_Name`

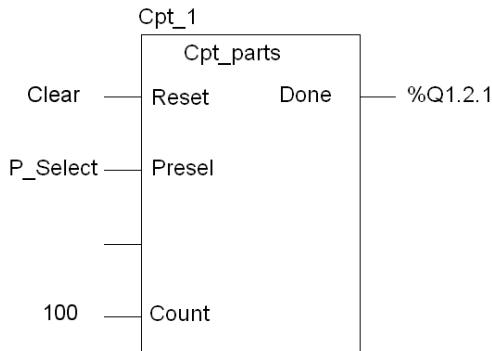
**NOTE:** The ANY\_ARRAY-type inputs, generic data-type outputs (ANY\_...) and input/outputs of a DFB must be assigned.

### Use of ENENO Parameters

See *EN and ENO Parameters, page 593*.

### Example of a DFB

The following example explains the different calls of a DFB in Instruction List. This is the instance Cpt\_1 of the Cpt\_parts: type DFB



### DFB Call when the Arguments Are Assignments

When the arguments are assignments, the DFB call Cpt\_1 is performed with the following syntax:

```
CAL Cpt_1 (Reset:=Clear, Presel:=%MD10, Count:=100,
Done=>%Q1.2.1)
```

Where the input parameters assigned by a value (expression, object or immediate value) are entered in the list of arguments, the syntax is:

```
CAL Cpt_1 (Reset:=Clear, Presel:=%MD10, Count:=100)
...
LD Cpt_1.Done
ST %Q1.2.1
```

In order to make your application program more legible, you can enter a carriage return after the commas that separate the arguments. The sequence then takes the following syntax:

```
CAL Cpt_1(
    Reset:=Clear,
    Presel:=%MD10,
    Count:=100,
    Done=>%Q1.2.1)
```

## Elements of the DFB Call Program

The following table lists the different elements of the DFB call program.

Element	Meaning
CAL	DFB call instruction
Cpt_1	Name of the DFB instance
Reset, Presel, Count	Input parameters
:=	Assignment symbol of an input
Clear, %MD10, 100	Assignment object or value of the inputs
Done	Output parameter
=>	Assignment symbol of an output
%Q1.2.1	Assignment object of an output
,	Argument separation symbol

## DFB Call when the Arguments Are Values

When the arguments are values, the DFB call Cpt\_1 is performed with the following syntax:

```
CAL Cpt_1 (Clear, %MD10,, 100)
...
LD Cpt_1.Done
ST %Q1.2.1
```

## Elements of the DFB Call Program

The following table lists the different elements of the DFB call program.

Element	Meaning
CAL	DFB call instruction
Cpt_1	Name of the DFB instance
Clear, %MD10, 100	Assignment object or value of the inputs
,	Argument separation symbol

**DFB Call with no Argument**

When there is no argument, the DFB call `Cpt_1` is performed with the following syntax:

```
LD Clear  
ST Cpt_1.Reset  
LD %MD10  
ST Cpt_1.Presel  
LD 100  
ST Cpt_1.Count  
CAL Cpt_1(  
    ...  
LD Cpt_1.Done  
ST %Q1.2.1
```

**Elements of the DFB Call Program**

The following table lists the different elements of the DFB call program.

Element	Meaning
LD Clear	Load instruction to load the <code>Clear</code> value into a register
ST Cpt_1.Reset	Assign instruction to assign the contents of the register to the input parameter <code>Cpt_1.Reset</code>
CAL Cpt_1(	Call instruction for the DFB <code>Cpt_1</code>

## Use of a DFB in a Program in Function Block Diagram Language

### Principle

In FBD (Function Block Diagram) language, the user function blocks are represented in the same way as in Ladder language and are called graphically.

The inputs of the user function blocks may be connected or assigned a value, an immediate object or an expression. In any case, the type of external element must be identical to that of the input parameter.

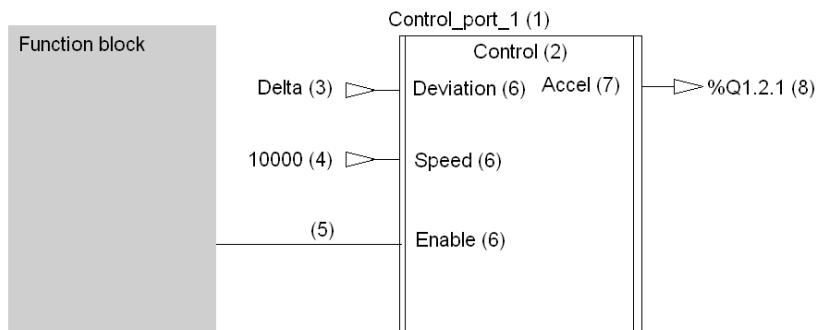
Only one object can be assigned (link to another block with the same variable) to an input of the DFB. However, several objects may be connected to a single output.

A DFB block must have at least one connected Boolean input and an output (if necessary). For this, you can use an EN input parameter and an ENO output parameter.

It is compulsory to connect or assign the ANY\_ARRAY-type inputs, the generic data-type outputs (ANY\_...) and the input/outputs of a DFB block.

### Graphic Representation of a DFB Block

The following illustration shows a simple DFB programming example.



### Elements of the DFB Block

The following table lists the different elements of the DFB block, labeled in the above illustration.

Label	Element
1	Name of the DFB (instance)
2	Name of the DFB type
3	Input assigned by an object (symbol)
4	Input assigned by a value
5	Connected input
6	Input parameters
7	Output parameter
8	Input assigned by an object (address)

### Use of EN\ENO Parameters

See *EN and ENO Parameters, page 593*.

# User Diagnostics DFB

20

## Presentation of User Diagnostic DFBs

### General

The Unity Pro application is used to create your own diagnostic DFBs (*see Unity Pro, Operating Modes*).

These diagnostic DFBs are standard DFBs that you will have configured beforehand with the **Diagnostic** property and in which you will have used the following two functions:

- REGDFB (*see Unity Pro, Diagnostics, Block Library*) to save the alarm date
- DEREG (*see Unity Pro, Diagnostics, Block Library*) to de-register the alarm

**NOTE:** It is strongly recommended to only program a diagnostic DFB instance once within the application.

These DFBs enable you to monitor your process. They will automatically report the information you will have chosen in the Viewer. You can thus monitor changes in state or variations in your process.

### Advantages

The main advantages inherent in this service are as follows:

- The diagnostic is integrated in the project, and can thus be conceived during development and therefore better meets the user's requirements.
- The error dating and recording system is done at the source (in the PLC), which means the information exactly represents the state of the process.
- You can connect a number of Viewers (Unity Pro, Magelis, Factory Cast) which will transcribe the exact state of the process to the user. Each Viewer is independent, and any action performed on one (for example, an acknowledgement) is automatically viewed on the others.



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# Appendices



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## At a Glance

The appendix contains additional information.

## What Is in This Appendix?

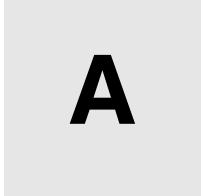
The appendix contains the following chapters:

Chapter	Chapter Name	Page
A	EFB Error Codes and Values	629
B	IEC Compliance	661



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# EFB Error Codes and Values

A

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## Introduction

The following tables show the error codes and error values created for the EFBs sort by library and family.

## What Is in This Chapter?

This chapter contains the following topics:

Topic	Page
Tables of Error Codes for the Base Library	630
Tables of Error Codes for the Diagnostics Library	632
Tables of Error Codes for the Communication Library	633
Tables of Error Codes for the IO Management Library	637
Tables of Error Codes for the CONT_CTRL Library	644
Tables of Error Codes for the Motion Library	651
Tables of Error Codes for the Obsolete Library	653
Common Floating Point Errors	660

## Tables of Error Codes for the Base Library

### Introduction

The following tables show the error codes and error values created for the EFBs of the Base Library.

### Date & Time

Table of error codes and errors values created for EFBs of the Date & Time family.

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
DIVTIME	E_DIVIDE_BY_ZERO	F	-30176	16#8A20	Divide by zero
DIVTIME	E_NEGATIVE_INPUT_ FOR_TIME_OPERATION	F	-30177	16#8A1F	A negative value cannot be converted to data type TIME
DIVTIME	E_ARITHMETIC_ERROR	F	-30170	16#8A26	Arithmetic error
DIVTIME	E_ERR_ARITHMETIC	F	-30003	16#8ACD	Arithmetic overflow (%S18 set)
DIVTIME	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
MULTIME	E_ERR_ARITHMETIC	F	-30003	16#8ACD	Arithmetic overflow (%S18 set)
MULTIME	E_ARITHMETIC_ERROR_ MUL_OV	F	-30172	16#8A24	Arithmetic error / Multiplication overflow
MULTIME	E_ARITHMETIC_ERROR_ ADD_OV	F	-30173	16#8A23	Arithmetic error / Addition overflow
MULTIME	E_ARITHMETIC_ERROR_ BIG_PAR	F	-30171	16#8A25	Arithmetic error / Parameter exceeds range
MULTIME	E_NEGATIVE_INPUT_ FOR_TIME_OPERATION	F	-30177	16#8A1F	A negative value cannot be converted to data type TIME
MULTIME	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>

## Statistical

Table of error codes and errors values created for EFBs of the Statistical family.

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
AVE	E_INPUT_VALUE_OUT_OF_RANGE	F	-30183	16#8A19	Input value is out of range
AVE	E_DIVIDE_BY_ZERO	F	-30176	16#8A20	Divide by zero
AVE	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
AVE	E_ARITHMETIC_ERROR	F	-30170	16#8A26	Arithmetic error
AVE	E_FP_STATUS_FAILED	F	-30150	16#8A3A	Illegal floating point operation
AVE	E_ARITHMETIC_ERROR_MUL_OV	F	-30172	16#8A24	Arithmetic error / Multiplication overflow
AVE	E_ARITHMETIC_ERROR_ADD_OV	F	-30173	16#8A23	Arithmetic error / Addition overflow
AVE	E_ARITHMETIC_ERROR_BIG_PAR	F	-30171	16#8A25	Arithmetic error / Parameter exceeds range
AVE	E_ARITHMETIC_ERROR_UNSIGN_OV	F	-30174	16#8A22	Arithmetic error / Unsigned overflow
MAX	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
MIN	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
MUX	E_SELECTOR_OUT_OF_RANGE	F	-30175	16#8A21	Selector is out of range

## Tables of Error Codes for the Diagnostics Library

### Introduction

The following tables show the error codes and error values created for the EFBs of the Diagnostics Library.

### Diagnostics

Table of error codes and errors values created for EFBs of the Diagnostics family.

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
ONLEV	E_EFB_ONLEV	T/F	-30196	16#8A0C	Error of EFB ONLEV ENO states • True = Error registration OK • False = Error registration failed

## Tables of Error Codes for the Communication Library

### Introduction

The following tables show the error codes and error values created for the EFBs of the Communication Library.

### Extended

Table of error codes and errors values created for EFBs of the Extended family.

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
CREAD_REG	E_EFB_MSTR_ERROR	F	-30191	16#8A11	MSTR communication error
CREAD_REG	E_EFB_NOT_STATE_RAM_4X	F	-30531	16#88BD	Variable not mapped to % MW (4x) area
CREAD_REG	-	F	8195	16#2003	Value displayed in status word. (Comes together with E_EFB_MSTR_ERROR)
CREAD_REG	-	F	8206	16#200E	Value displayed in status word. Comes together with E_EFB_NOT_STATE_RAM_4X
CREAD_REG	-	F	-	-	See tables of : <ul style="list-style-type: none"> <li>● Modbus Plus and SY/MAX EtherNet Error Codes (<i>see Modicon Quantum with Unity, Ethernet Network Modules, User Manual</i>)</li> <li>● SY/MAX specific Error Codes (<i>see Modicon Quantum with Unity, Ethernet Network Modules, User Manual</i>)</li> <li>● TCP/IP EtherNet Error Codes (<i>see Modicon Quantum with Unity, Ethernet Network Modules, User Manual</i>)</li> </ul>
CWRITE_REG	E_EFB_MSTR_ERROR	F	-30191	16#8A11	MSTR communication error
CWRITE_REG	-	F	8195	16#2003	Value displayed in status word Comes together with E_EFB_MSTR_ERROR
CWRITE_REG	-	F	8206	16#200E	Value displayed in status word Comes together with E_EFB_NOT_STATE_RAM_4X

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
CWRITE_REG	-	F	-	-	<p>See tables of :</p> <ul style="list-style-type: none"> <li>● Modbus Plus and SY/MAX EtherNet Error Codes (<i>see Modicon Quantum with Unity, Ethernet Network Modules, User Manual</i>)</li> <li>● SY/MAX specific Error Codes (<i>see Modicon Quantum with Unity, Ethernet Network Modules, User Manual</i>)</li> <li>● TCP/IP EtherNet Error Codes (<i>see Modicon Quantum with Unity, Ethernet Network Modules, User Manual</i>)</li> </ul>
MBP_MSTR	E_EFB_OUT_OF_RANGE	F	-30192	16#8A10	Internal error: EFB has detected a violation e.g. write exceeds %MW (4x) boundaries
MBP_MSTR	E_EFB_NOT_STATE_RAM_4X	F	-30531	16#88BD	Variable not mapped to %MW (4x) area
MBP_MSTR	-	F	8195	16#2003	Value displayed in status word Comes together with E_EFB_MSTR_ERROR in status of control block
MBP_MSTR	-	F	8206	16#200E	Value displayed in status word Comes together with E_EFB_NOT_STATE_RAM_4X in status of control block
MBP_MSTR	-	F	-	-	<p>See tables of :</p> <ul style="list-style-type: none"> <li>● Modbus Plus and SY/MAX EtherNet Error Codes (<i>see Modicon Quantum with Unity, Ethernet Network Modules, User Manual</i>)</li> <li>● SY/MAX specific Error Codes (<i>see Modicon Quantum with Unity, Ethernet Network Modules, User Manual</i>)</li> <li>● TCP/IP EtherNet Error Codes (<i>see Modicon Quantum with Unity, Ethernet Network Modules, User Manual</i>)</li> </ul>
READ_REG	W_WARN_OUT_OF_RANGE	F	30110	16#759E	Parameter out of range
READ_REG	E_EFB_NOT_STATE_RAM_4X	F	-30531	16#88BD	Variable not mapped to %MW (4x) area

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
READ_REG	E_EFB_MSTR_ERROR	F	-30191	16#8A11	MSTR communication error
READ_REG	-	F	8195	16#2003	Value displayed in status word Comes together with W_WARN_OUT_OF_RANGE
READ_REG	MBPUNLOC	F	8206	16#200E	Value displayed in status word Comes together with E_EFB_NOT_STATE_RAM_4X
READ_REG	-	F	-	-	See tables of : <ul style="list-style-type: none"> <li>● Modbus Plus and SY/MAX EtherNet Error Codes (<i>see Modicon Quantum with Unity, Ethernet Network Modules, User Manual</i>)</li> <li>● SY/MAX specific Error Codes (<i>see Modicon Quantum with Unity, Ethernet Network Modules, User Manual</i>)</li> <li>● TCP/IP EtherNet Error Codes (<i>see Modicon Quantum with Unity, Ethernet Network Modules, User Manual</i>)</li> </ul>
WRITE_REG	W_WARN_OUT_OF_RANGE	F	30110	16#759E	Parameter out of range
WRITE_REG	E_EFB_NOT_STATE_RAM_4X	F	-30531	16#88BD	Variable not mapped to %MW (4x) area
WRITE_REG	E_EFB_MSTR_ERROR	F	-30191	16#8A11	MSTR communication error
WRITE_REG	-	F	8195	16#2003	Value displayed in status word Comes together with W_WARN_OUT_OF_RANGE
WRITE_REG	-	F	8206	16#200E	Value displayed in status word Comes together with E_EFB_NOT_STATE_RAM_4X

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
WRITE_REG	-	F	-	-	<p>See tables of :</p> <ul style="list-style-type: none"> <li>● Modbus Plus and SY/MAX EtherNet Error Codes (<i>see Modicon Quantum with Unity, Ethernet Network Modules, User Manual</i>)</li> <li>● SY/MAX specific Error Codes (<i>see Modicon Quantum with Unity, Ethernet Network Modules, User Manual</i>)</li> <li>● TCP/IP EtherNet Error Codes (<i>see Modicon Quantum with Unity, Ethernet Network Modules, User Manual</i>)</li> </ul>

## Tables of Error Codes for the IO Management Library

### Introduction

The following tables show the error codes and error values created for the EFBs of the IO Management Library.

### Analog I/O Configuration

Table of error codes and errors values created for EFBs of the Analog I/O Configuration family.

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
I_FILTER	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
I_SET	E_EFB_USER_ERROR_1	F	-30200	16#8A08	The input IN_REG is not connected with the number of an input word (%IW).
I_SET	E_EFB_USER_ERROR_2	F	-30201	16#8A07	The input IN_REG is connected with an invalid number of an input word (%IW).
I_SET	E_EFB_USER_ERROR_3	F	-30202	16#8A06	MN_RAW MX_RAW
I_SET	E_EFB_USER_ERROR_4	F	-30203	16#8A05	Unknown value for MN_PHYS
I_SET	E_EFB_USER_ERROR_5	F	-30204	16#8A04	Unknown value for MX_PHYS
I_SET	E_EFB_USER_ERROR_11	F	-30210	16#89FE	ST_REG not entered
I_SET	E_EFB_USER_ERROR_12	F	-30211	16#89FD	ST_REG too large
I_SET	E_EFB_USER_ERROR_13	F	-30212	16#89FC	ST_CH not entered
O_FILTER	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
O_SET	E_EFB_USER_ERROR_1	F	-30200	16#8A08	The input OUT_REG is not connected with the number of an output word (%MW).
O_SET	E_EFB_USER_ERROR_2	F	-30201	16#8A07	The input OUT_REG is connected with an invalid number of an output word (%MW).
O_SET	E_EFB_USER_ERROR_3	F	-30202	16#8A06	MN_RAW MX_RAW
O_SET	E_EFB_USER_ERROR_4	F	-30203	16#8A05	Unknown value for MN_PHYS
O_SET	E_EFB_USER_ERROR_5	F	-30204	16#8A04	Unknown value for MX_PHYS
O_SET	E_EFB_USER_ERROR_11	F	-30210	16#89FE	ST_REG not entered
O_SET	E_EFB_USER_ERROR_12	F	-30211	16#89FD	ST_REG too large
O_SET	E_EFB_USER_ERROR_13	F	-30212	16#89FC	ST_CH not entered

**Analog I/O Scaling**

Table of error codes and errors values created for EFBs of the Analog I/O Scaling family.

<b>EFB name</b>	<b>Error code</b>	<b>ENO state in case of error</b>	<b>Error value in Dec</b>	<b>Error value in Hex</b>	<b>Error description</b>
I_NORM	E_EFB_NEG_OVER_RANGE	F	-30187	16#8A15	Negative overflow
I_NORM	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
I_NORM_WARN	E_EFB_NO_WARNING_STATUS_AVAILABLE	F	-30189	16#8A13	Module delivers no warning status
I_NORM_WARN	E_EFB_POS_OVER_RANGE	F	-30186	16#8A16	Positive overflow
I_NORM_WARN	E_EFB_NEG_OVER_RANGE	F	-30187	16#8A15	Negative overflow
I_NORM_WARN	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
I_PHYS	E_EFB_NO_WARNING_STATUS_AVAILABLE	F	-30189	16#8A13	Module delivers no warning status
I_PHYS	E_INPUT_VALUE_OUT_OF_RANGE	F	-30183	16#8A19	Input value is out of range
I_PHYS	E_EFB_NO_MEASURING_RANGE	F	-30185	16#8A17	Internal error
I_PHYS	E_EFB_POS_OVER_RANGE	F	-30186	16#8A16	Positive overflow
I_PHYS	E_EFB_NEG_OVER_RANGE	F	-30187	16#8A15	Negative overflow
I_PHYS	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
I_PHYS_WARN	E_EFB_NO_WARNING_STATUS_AVAILABLE	F	-30189	16#8A13	Module delivers no warning status
I_PHYS_WARN	E_EFB_FILTER_SQRT_NOT_AVAIL	F	-30195	16#8A0D	Filter SQRT is not available
I_PHYS_WARN	E_INPUT_VALUE_OUT_OF_RANGE	F	-30183	16#8A19	Input value is out of range
I_PHYS_WARN	E_EFB_NO_MEASURING_RANGE	F	-30185	16#8A17	Internal error
I_PHYS_WARN	E_EFB_POS_OVER_RANGE	F	-30186	16#8A16	Positive overflow

<b>EFB name</b>	<b>Error code</b>	<b>ENO state in case of error</b>	<b>Error value in Dec</b>	<b>Error value in Hex</b>	<b>Error description</b>
I_PHYS_WARN	E_EFB_NEG_OVER_RANGE	F	-30187	16#8A15	Negative overflow
I_PHYS_WARN	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
I_RAW	E_EFB_OUT_OF_RANGE	F	-30192	16#8A10	Internal error: EFB has detected a violation e.g. write exceeds %MW (4x) boundaries
I_RAW	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
I_RAWSIM	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
I_SCALE	E_EFB_POS_OVER_RANGE	F	-30186	16#8A16	Positive overflow
I_SCALE	E_EFB_NEG_OVER_RANGE	F	-30187	16#8A15	Negative overflow
I_SCALE	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
I_SCALE_WARN	E_EFB_NO_WARNING_STATUS_AVAILABLE	F	-30189	16#8A13	Module delivers no warning status
I_SCALE_WARN	E_EFB_POS_OVER_RANGE	F	-30186	16#8A16	Positive overflow
I_SCALE_WARN	E_EFB_NEG_OVER_RANGE	F	-30187	16#8A15	Negative overflow
I_SCALE_WARN	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
O_NORM	E_EFB_POS_OVER_RANGE	F	-30186	16#8A16	Positive overflow
O_NORM	E_EFB_NEG_OVER_RANGE	F	-30187	16#8A15	Negative overflow
O_NORM	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
O_NORM_WARN	E_EFB_POS_OVER_RANGE	F	-30186	16#8A16	Positive overflow
O_NORM_WARN	E_EFB_NEG_OVER_RANGE	F	-30187	16#8A15	Negative overflow
O_NORM_WARN	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration

<b>EFB name</b>	<b>Error code</b>	<b>ENO state in case of error</b>	<b>Error value in Dec</b>	<b>Error value in Hex</b>	<b>Error description</b>
O_PHYS	E_EFB_NO_MEASURING_RANGE	F	-30185	16#8A17	Internal error
O_PHYS	E_EFB_POS_OVER_RANGE	F	-30186	16#8A16	Positive overflow
O_PHYS	E_EFB_NEG_OVER_RANGE	F	-30187	16#8A15	Negative overflow
O_PHYS	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
O_PHYS_WARN	E_EFB_NO_MEASURING_RANGE	F	-30185	16#8A17	Internal error
O_PHYS_WARN	E_EFB_POS_OVER_RANGE	F	-30186	16#8A16	Positive overflow
O_PHYS_WARN	E_EFB_NEG_OVER_RANGE	F	-30187	16#8A15	Negative overflow
O_PHYS_WARN	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
O_RAW	E_EFB_NEG_OVER_RANGE	F	-30187	16#8A15	Negative overflow
O_RAW	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
O_SCALE	E_INPUT_VALUE_OUT_OF_RANGE	F	-30183	16#8A19	Input value is out of range
O_SCALE	E_EFB_POS_OVER_RANGE	F	-30186	16#8A16	Positive overflow
O_SCALE	E_EFB_NEG_OVER_RANGE	F	-30187	16#8A15	Negative overflow
O_SCALE	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
O_SCALE_WARN	E_INPUT_VALUE_OUT_OF_RANGE	F	-30183	16#8A19	Input value is out of range
O_SCALE_WARN	E_EFB_POS_OVER_RANGE	F	-30186	16#8A16	Positive overflow
O_SCALE_WARN	E_EFB_NEG_OVER_RANGE	F	-30187	16#8A15	Negative overflow
O_SCALE_WARN	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration

## Immediate I/O

Table of error codes and errors values created for EFBs of the Immediate I/O family.

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
IMIO_IN	-	F	0000	0000	Operation OK
IMIO_IN	-	F	8193	2001	invalid operation type (e.g. the I/O module addressed is not an input module)
IMIO_IN	-	F	8194	2002	Invalid rack or slot number (I/O map in the configurator contains no module entry for this slot)
IMIO_IN	-	F	8195	2003	invalid slot number
IMIO_IN	-	F	-4095	F001	Module not OK
IMIO_OUT	-	F	0000	0000	Operation OK
IMIO_OUT	-	F	8193	2001	invalid operation type (e.g. the I/O module addressed is not an input module)
IMIO_OUT	-	F	8194	2002	Invalid rack or slot number (I/O map in the configurator contains no module entry for this slot)
IMIO_OUT	-	F	8195	2003	invalid slot number
IMIO_OUT	-	F	-4095	F001	Module not OK

## Quantum I/O Configuration

Table of error codes and errors values created for EFBs of the Quantum I/O Configuration family.

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
ACI030	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
ACI040	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
ACI040	E_EFB_CURRENT_MODE_ NOT_ALLOWED	F	-30197	16#8A0B	EFB error: Current mode is not allowed
ACO020	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
ACO130	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
ACO130	E_EFB_CURRENT_MODE_ NOT_ALLOWED	F	-30197	16#8A0B	EFB error: Current mode is not allowed
AII330	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
AII330	E_EFB_ILLEGAL_CONFIG_ DATA	F	-30198	16#8A0A	EFB error: Illegal configuration data
AII33010	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
AII33010	E_EFB_CURRENT_MODE_ NOT_ALLOWED	F	-30197	16#8A0B	EFB error: Current mode is not allowed
AIO330	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
AIO330	E_EFB_CURRENT_MODE_ NOT_ALLOWED	F	-30197	16#8A0B	EFB error: Current mode is not allowed
AMM090	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
ARI030	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
ARI030	E_EFB_ILLEGAL_CONFIG_ DATA	F	-30198	16#8A0A	EFB error: Illegal configuration data
ATI030	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
AVI030	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
AVO020	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
DROP	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
ERT_854_10	ES_WRONG_SLOT	F	20480	16#5000	-
ERT_854_10	E_WRONG_SLOT	F	-30215	16#89F9	Defined as E_EFB_USER_ERROR_16
ERT_854_10	ES_HEALTHBIT	F	24576	16#6000	-
ERT_854_10	E_HEALTHBIT	F	-30216	16#89F8	Defined as E_EFB_USER_ERROR_17
ERT_854_10	ES_TIMEOUT	F	32768	16#8000	-
ERT_854_10	E_TIMEOUT	F	-30210	16#89FE	Defined as E_EFB_USER_ERROR_11
ERT_854_10	E_ERT_BASIC - values	F	-30199	16#8A09	Defined as E_EFB_USER_ERROR_1 + 1
ERT_854_10	E_WRONG_ANSW	F	-30211	16#89FD	Defined as E_EFB_USER_ERROR_12
ERT_854_10	ES_CBUF_OFLOW	F	28672	16#7000	-
ERT_854_10	E_CBUF_OFLOW	F	-30217	16#89F7	Defined as E_EFB_USER_ERROR_18
ERT_854_10	ES_WRONG_PAKET	F	8192	16#2000	-
ERT_854_10	E_WRONG_PAKET	F	-30212	16#89FC	Defined as E_EFB_USER_ERROR_13
ERT_854_10	ES_WRONG_FELD	F	12288	16#3000	-
ERT_854_10	E_WRONG_FELD	F	-30213	16#89FB	Defined as E_EFB_USER_ERROR_14
QUANTUM	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
QUANTUM	E_EFB_UNKNOWN_DROP	F	-30190	16#8A12	Unknown drop / No Quantum traffic cop
XBE	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration
XBE	E_EFB_UNKNOWN_DROP	F	-30190	16#8A12	Unknown drop / No Quantum traffic cop
XDROP	E_EFB_NOT_CONFIGURED	F	-30188	16#8A14	EFB configuration does not match hardware configuration

**NOTE:** For details about ERT\_854\_10, please refer to the ERT\_854\_10 description (see *Quantum with Unity Pro, 140 ERT 854 10 Time Stamp Module, User's manual*) in the IO Management Library.

## Tables of Error Codes for the CONT\_CTL Library

### Introduction

The following tables show the error codes and error values created for the EFBs of the CONT\_CTL Library.

### Conditioning

Table of error codes and errors values created for EFBs of the Conditioning family.

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
DTIME	W_WARN_OUT_OF_RANGE	T	30110	16#759E	Parameter out of range
DTIME	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
DTIME	Status word values	T/F	-	-	For details about the DTIME status word refer to the DTIME description (see <i>Unity Pro, Control, Block Library</i> )
INTEGRATOR	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
INTEGRATOR	E_ERR_IB_MAX_MIN	F	-30102	16#8A6A	YMAX < YMIN
INTEGRATOR	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
LAG_FILTER	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
LAG_FILTER	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
LDLG	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
LDLG	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
LEAD	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
LEAD	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
MFLOW	W_WARN_OUT_OF_RANGE	T	30110	16#759E	Parameter out of range
MFLOW	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
MFLOW	Status word values	T/F	-	-	For details about the MFLOW status word refer to the MFLOW description (see <i>Unity Pro, Control, Block Library</i> )
QDTIME	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
SCALING	E_ERR_NULL_INPUT_SCALE	F	-30121	16#8A57	Null input scale: max and min limit must be different
SCALING	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
SCALING	Status word values	T/F	-	-	For details about the SCALING status word refer to the SCALING description (see <i>Unity Pro, Control, Block Library</i> )
TOTALIZER	W_WARN_OUT_OF_RANGE	T	30110	16#759E	Parameter out of range
TOTALIZER	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
TOTALIZER	W_WARN_TOTALIZER_CTER_MAX	T	30113	16#75A1	Maximum value of cter has been reached
TOTALIZER	Status word values	T/F	-	-	For details about the TOTALIZER status word refer to the TOTALIZER description (see <i>Unity Pro, Control, Block Library</i> )
VEL_LIM	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
VEL_LIM	E_ERR_AB1_MAX_MIN	F	-30101	16#8A6B	YMAX < YMIN
VEL_LIM	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>

**Controller**

Table of error codes and errors values created for EFBs of the Controller family.

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
AUTOTUNE	W_WARN_OUT_OF_RANGE	T	30110	16#759E	Parameter out of range
AUTOTUNE	E_ERR_NULL_INPUT_SCALE	F	-30121	16#8A57	Null input scale: max and min limit must be different
AUTOTUNE	W_WARN_AUTOTUNE_FAILED	T	30111	16#759F	AUTOTUNE has failed
AUTOTUNE	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
AUTOTUNE	E_ERR_AUTOTUNE_ID_UNKNOWN	F	-30120	16#8A58	The tuned EFB is not allowed or has not yet been called
AUTOTUNE	Status word values	T/F	-	-	For details about the AUTOTUNE status word refer to the AUTOTUNE description (see <i>Unity Pro, Control, Block Library</i> )
PI_B	W_WARN_OUT_OF_RANGE	T	30110	16#759E	Parameter out of range
PI_B	E_ERR_NULL_INPUT_SCALE	F	-30121	16#8A57	Null input scale: max and min limit must be different
PI_B	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
PI_B	Status word values	T/F	-	-	For details about the PI_B status word refer to the PI_B description (see <i>Unity Pro, Control, Block Library</i> )
PIDFF	W_WARN_OUT_OF_RANGE	T	30110	16#759E	Parameter out of range
PIDFF	E_ERR_NULL_INPUT_SCALE	F	-30121	16#8A57	Null input scale: max and min limit must be different
PIDFF	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
PIDFF	Status word values	T/F	-	-	For details about the PIDFF status word refer to the PIDFF description (see <i>Unity Pro, Control, Block Library</i> )
SAMPLETM	E_EFB_SAMPLE_TIME_OVERFLOW	F	-30184	16#8A18	Internal error
STEP2	W_WARN_OUT_OF_RANGE	T	30110	16#759E	Parameter out of range

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
STEP2	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
STEP2	Status word values	T/F	-	-	For details about the STEP2 status word refer to the STEP2 description ( <i>see Unity Pro, Control, Block Library</i> )
STEP3	W_WARN_OUT_OF_ RANGE	T	30110	16#759E	Parameter out of range
STEP3	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
STEP3	Status word values	T/F	-	-	For details about the STEP3 status word refer to the STEP3 description ( <i>see Unity Pro, Control, Block Library</i> )

## Mathematics

Table of error codes and errors values created for EFBs of the Mathematics family.

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
COMP_DB	W_WARN_OUT_OF_ RANGE	T	30110	16#759E	Parameter out of range
COMP_DB	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
K_SQRT	W_WARN_OUT_OF_ RANGE	T	30110	16#759E	Parameter out of range
K_SQRT	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
MULDIV_W	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
SUM_W	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>

## Measurement

Table of error codes and errors values created for EFBs of the Measurement family.

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
AVGMV	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
AVGMV	W_WARN_AVGMV	T	30108	16#759C	AVGMV: N must be <= 50
AVGMV	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
AVGMV_K	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
AVGMV_K	W_WARN_AVGMV_K	T	30109	16#759D	AVGMV_K: N must be <= 10000
AVGMV_K	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
DEAD_ZONE	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
DEAD_ZONE	E_ERR_DZONE	F	-30119	16#8A59	DZONE: DZ must be >= 0
DEAD_ZONE	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
LOOKUP_TABLE1	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
LOOKUP_TABLE1	E_ERR_POLY_ANZAHL	F	-30107	16#8A65	number of inputs not even
LOOKUP_TABLE1	E_ERR_POLY_FOLGE	F	-30108	16#8A64	base point x(i) <= x(i-1)
LOOKUP_TABLE1	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>

## Output Processing

Table of error codes and errors values created for EFBs of the Output Processing family.

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
MS	W_WARN_OUT_OF_RANGE	T	30110	16#759E	Parameter out of range
MS	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
MS	Status word values	T/F	-	-	For details about the MS status word refer to the MS description (see <i>Unity Pro, Control, Block Library</i> )
PWM1	WAF_PBM_TMINMAX	F	-30113	16#8A5F	t_min < t_max
PWM1	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
SERVO	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
SERVO	Status word values	T/F	-	-	For details about the SERVO status word refer to the SERVO description (see <i>Unity Pro, Control, Block Library</i> )
SPLRG	W_WARN_OUT_OF_RANGE	T	30110	16#759E	Parameter out of range
SPLRG	E_ERR_NULL_INPUT_SCALE	F	-30121	16#8A57	Null input scale: max and min limit must be different
SPLRG	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
SPLRG	Status word values	T/F	-	-	For details about the SPLRG status word refer to the SPLRG description (see <i>Unity Pro, Control, Block Library</i> )

## Setpoint Management

Table of error codes and errors values created for EFBs of the Setpoint Management family.

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
RAMP	W_WARN_OUT_OF_RANGE	T	30110	16#759E	Parameter out of range
RAMP	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
RAMP	Status word values	T/F	-	-	For details about the RAMP status word refer to the RAMP description (see <i>Unity Pro, Control, Block Library</i> )
RATIO	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
RATIO	Status word values	T/F	-	-	For details about the RATIO status word refer to the RATIO description (see <i>Unity Pro, Control, Block Library</i> )
SP_SEL	W_WARN_OUT_OF_RANGE	T	30110	16#759E	Parameter out of range
SP_SEL	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
SP_SEL	Status word values	T/F	-	-	For details about the SP_SEL status word refer to the SP_SEL description (see <i>Unity Pro, Control, Block Library</i> )

## Tables of Error Codes for the Motion Library

### Introduction

The following tables show the error codes and error values created for the EFBs of the Motion Library.

### MMF Start

Table of error codes and errors values created for EFBs of the MMF Start family.

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
CFG_CP_F	BAD_REVISION	F	-30200	16#8A08	defined as E_EFB_USER_ERROR_1
CFG_CP_F	MMF_BAD_4X	T	9010	16#2332	-
CFG_CP_F	MMF_ABORT_SUB	T	7004	16#1B5C	SubNum/SubNumEcho handshake error
CFG_CP_V	BAD_REVISION	F	-30200	16#8A08	defined as E_EFB_USER_ERROR_1
CFG_CP_V	MMF_BAD_4X	T	9010	16#2332	-
CFG_CP_V	MMF_ABORT_SUB	T	7004	16#1B5C	SubNum/SubNumEcho handshake error
CFG_CS	BAD_REVISION	F	-30200	16#8A08	defined as E_EFB_USER_ERROR_1
CFG_CS	MMF_ABORT_SUB	T	7004	16#1B5C	SubNum/SubNumEcho handshake error
CFG_FS	BAD_REVISION	F	-30200	16#8A08	defined as E_EFB_USER_ERROR_1
CFG_FS	MMF_ABORT_SUB	T	7004	16#1B5C	SubNum/SubNumEcho handshake error
CFG_IA	BAD_REVISION	F	-30200	16#8A08	defined as E_EFB_USER_ERROR_1
CFG_IA	MMF_ABORT_SUB	T	7004	16#1B5C	SubNum/SubNumEcho handshake error
CFG_RA	BAD_REVISION	F	-30200	16#8A08	defined as E_EFB_USER_ERROR_1
CFG_RA	MMF_ABORT_SUB	T	7004	16#1B5C	SubNum/SubNumEcho handshake error
CFG_SA	BAD_REVISION	F	-30200	16#8A08	defined as E_EFB_USER_ERROR_1
CFG_SA	MMF_ABORT_SUB	T	7004	16#1B5C	SubNum/SubNumEcho handshake error
DRV_DNL	BAD_REVISION	F	-30200	16#8A08	defined as E_EFB_USER_ERROR_1
DRV_DNL	MMF_ABORT_SUB	T	7004	16#1B5C	SubNum/SubNumEcho handshake error
DRV_UPD	BAD_REVISION	F	-30200	16#8A08	defined as E_EFB_USER_ERROR_1
DRV_UPD	MMF_ABORT_SUB	T	7004	16#1B5C	SubNum/SubNumEcho handshake error
IDN_CHK	BAD_REVISION	F	-30200	16#8A08	defined as E_EFB_USER_ERROR_1
IDN_CHK	MMF_ABORT_SUB	T	7004	16#1B5C	SubNum/SubNumEcho handshake error
IDN_XFER	BAD_REVISION	F	-30200	16#8A08	defined as E_EFB_USER_ERROR_1
IDN_XFER	MMF_ABORT_SUB	T	7004	16#1B5C	SubNum/SubNumEcho handshake error
MMF_BITS	BAD_REVISION	F	-30200	16#8A08	defined as E_EFB_USER_ERROR_1

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
MMF_ESUB	BAD_REVISION	F	-30200	16#8A08	defined as E_EFB_USER_ERROR_1
MMF_ESUB	MMF_ABORT_SUB	T	7004	16#1B5C	SubNum/SubNumEcho handshake error
MMF_IDNX	BAD_REVISION	F	-30200	16#8A08	defined as E_EFB_USER_ERROR_1
MMF_IDNX	MMF_ABORT_SUB	T	7004	16#1B5C	SubNum/SubNumEcho handshake error
MMF_JOG	BAD_REVISION	F	-30200	16#8A08	defined as E_EFB_USER_ERROR_1
MMF_JOG	MMF_ABORT_SUB	T	7004	16#1B5C	SubNum/SubNumEcho handshake error
MMF_JOG	MMF_SUB_TIMEO UT	T	7005	16#1B5D	Subroutine does not complete in time
MMF_MOVE	BAD_REVISION	F	-30200	16#8A08	defined as E_EFB_USER_ERROR_1
MMF_MOVE	MMF_ABORT_SUB	T	7004	16#1B5C	SubNum/SubNumEcho handshake error
MMF_RST	BAD_REVISION	F	-30200	16#8A08	defined as E_EFB_USER_ERROR_1
MMF_SUB	BAD_REVISION	F	-30200	16#8A08	defined as E_EFB_USER_ERROR_1
MMF_SUB	MMF_ABORT_SUB	T	7004	16#1B5C	SubNum/SubNumEcho handshake error
MMF_USUB	BAD_REVISION	F	-30200	16#8A08	defined as E_EFB_USER_ERROR_1
MMF_USUB	MMF_ABORT_SUB	T	7004	16#1B5C	SubNum/SubNumEcho handshake error

**NOTE:** For details about MMF error codes and error values, please refer to the *Faults and Error Reporting* (*see Unity Pro, Drive control, Block Library*) description in the Motion Library.

## Tables of Error Codes for the Obsolete Library

### Introduction

The following tables show the error codes and error values created for the EFBs of the Obsolete Library.

### CLC

Table of error codes and errors values created for EFBs of the CLC family.

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
DELAY	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
INTEGRATOR1	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
INTEGRATOR1	E_ERR_IB_MAX_MIN	F	-30102	16#8A6A	YMAX < YMIN
INTEGRATOR1	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
LAG1	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
LAG1	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
LEAD_LAG1	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
LEAD_LAG1	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
LIMV	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
LIMV	E_ERR_AB1_MAX_MIN	F	-30101	16#8A6B	YMAX < YMIN
LIMV	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
PI1	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
PI1	E_ERR_PI_MAX_MIN	F	-30103	16#8A69	YMAX < YMIN
PI1	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
PID1	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
PID1	E_ERR_PID_MAX_MIN	F	-30104	16#8A68	YMAX < YMIN
PID1	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
PIDP1	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
PIDP1	E_ERR_PID_MAX_MIN	F	-30104	16#8A68	YMAX < YMIN
PIDP1	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
SMOOTH_RATE	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
SMOOTH_RATE	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
THREE_STEP_CON1	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
THREE_STEP_CON1	W_WARN_DSR_TN	T	30101	16#7595	TN = 0
THREE_STEP_CON1	W_WARN_DSR_TSN	T	30102	16#7596	TSN = 0
THREE_STEP_CON1	W_WARN_DSR_KP	T	30103	16#7597	KP <= 0
THREE_STEP_CON1	E_ERR_DSR_HYS	F	-30105	16#8A67	2 *  UZI  <  HYS
THREE_STEP_CON1	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
THREEPOINT_CON1	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
THREEPOINT_CON1	W_WARN_ZDR_XRR	F	30105	16#7599	DR: XRR < -100 or XRR > 100
THREEPOINT_CON1	W_WARN_ZDR_T1T2	F	30104	16#7598	T2 > T1
THREEPOINT_CON1	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
THREEPOINT_CON1	E_ERR_ZDR_HYS	F	-30106	16#8A66	2 *  UZI  <  HYS
TWOPOINT_CON1	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
TWOPOINT_CON1	W_WARN_ZDR_XRR	F	30105	16#7599	DR: XRR < -100 or XRR > 100
TWOPOINT_CON1	W_WARN_ZDR_T1T2	F	30104	16#7598	T2 > T1
TWOPOINT_CON1	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
TWOPOINT_CON1	E_ERR_ZDR_HYS	F	-30106	16#8A66	2 *  UZI  <  HYS

**CLC\_PRO**

Table of error codes and errors values created for EFBs of the CLC\_PRO family.

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
ALIM	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
ALIM	WAF_AB2_VMAX	F	-30111	16#8A61	vmax <= 0
ALIM	WAF_AB2_BMAX	F	-30112	16#8A60	bmax <= 0
ALIM	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
COMP_PID	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
COMP_PID	WAF_KPID_KUZ	F	-30110	16#8A62	gain_red < 0 or gain_red > 1
COMP_PID	WAF_KPID_OGUG	F	-30104	16#8A68	YMAX < YMIN
COMP_PID	WAF_KPID_UZ	F	-30109	16#8A63	db < 0
COMP_PID	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
DEADTIME	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
DERIV	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
DERIV	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
FGEN	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
FGEN	WAF_SIG_TV_MAX	F	-30116	16#8A5C	t_acc > t_rise / 2
FGEN	WAF_SIG_TH_MAX	F	-30117	16#8A5B	t_rise too big
FGEN	WAF_SIG_TA_MAX	T	30106	16#759A	t_off >= halfperiod
FGEN	WAF_SIG_T1_MIN	T	30107	16#759B	t_max <= t_min
FGEN	WAF_SIG_FKT	F	-30118	16#8A5A	func_no <= 0 or func_no > 8
FGEN	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
INTEG	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
INTEG	E_ERR_IB_MAX_MIN	F	-30102	16#8A6A	YMAX < YMIN
INTEG	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
LAG	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
LAG	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
LAG2	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
LAG2	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
LEAD_LAG	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
LEAD_LAG	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
PCON2	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
PCON2	W_WARN_ZDR_XRR	T	30105	16#7599	DR: XRR < -100 or XRR > 100
PCON2	W_WARN_ZDR_T1T2	T	30104	16#7598	T2 > T1
PCON2	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
PCON2	E_ERR_ZDR_HYS	F	-30106	16#8A66	2 *  UZI  <  HYS
PCON3	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
PCON3	W_WARN_ZDR_XRR	T	30105	16#7599	DR: XRR < -100 or XRR > 100
PCON3	W_WARN_ZDR_T1T2	T	30104	16#7598	T2 > T1
PCON3	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
PCON3	E_ERR_ZDR_HYS	F	-30106	16#8A66	2 *  UZI  <  HYS
PD_OR_PI	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
PD_OR_PI	WAF_PDPI_OG_UG	F	-30103	16#8A69	YMAX < YMIN
PD_OR_PI	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
PDM	PDM_TMAX_TMIN	F	-30115	16#8A5D	t_max <= t_min
PDM	PDM_OG_UG	F	-30114	16#8A69	pos_up_xl  >  pos_lo_xl  or  neg_up_xl  >  neg_lo_xl
PDM	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
PI	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
PI	E_ERR_PI_MAX_MIN	F	-30103	16#8A69	YMAX < YMIN
PI	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
PID	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
PID	E_ERR_PID_MAX_MIN	F	-30104	16#8A68	YMAX < YMIN
PID	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
PID_P	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
PID_P	E_ERR_PID_MAX_MIN	F	-30104	16#8A68	YMAX < YMIN

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
PID_P	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
PIP	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
PIP	E_ERR_PI_MAX_MIN	F	-30103	16#8A69	YMAX < YMIN
PIP	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
PPI	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
PPI	E_ERR_PI_MAX_MIN	F	-30103	16#8A69	YMAX < YMIN
PPI	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
PWM	WAF_PBM_TMINMAX	F	-30113	16#8A5F	t_min < t_max
PWM	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
QPWM	WAF_PBM_TMINMAX	F	-30113	16#8A5F	t_min < t_max
QPWM	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
SCON3	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
SCON3	W_WARN_DSR_TN	T	30101	16#7595	TN = 0
SCON3	W_WARN_DSR_TSN	T	30102	16#7596	TSN = 0
SCON3	W_WARN_DSR_KP	T	30103	16#7597	KP <= 0
SCON3	E_ERR_DSR_HYS	F	-30105	16#8A67	2 * IUZI < IHYSI
SCON3	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>
VLIM	E_ERR_DEN	F	-30152	16#8A38	Not a valid floating point number
VLIM	E_ERR_AB1_MAX_MIN	F	-30101	16#8A6B	YMAX < YMIN
VLIM	FP_ERROR	F	-	-	See table <i>Common Floating Point Errors, page 660</i>

**Extension/Compatibility**

Table of error codes and errors values created for EFBs of the Extension/Compatibility family.

EFB name	Error code	ENO state in case of error	Error value in Dec	Error value in Hex	Error description
AKF_TA	E_AKFEFB_TIMEBASE_IS_ZERO	F	-30482	16#88EE	Time base is zero
AKF_TE	E_AKFEFB_TIMEBASE_IS_ZERO	F	-30482	16#88EE	Time base is zero
AKF_TI	E_AKFEFB_TIMEBASE_IS_ZERO	F	-30482	16#88EE	Time base is zero
AKF_TS	E_AKFEFB_TIMEBASE_IS_ZERO	F	-30482	16#88EE	Time base is zero
AKF_TV	E_AKFEFB_TIMEBASE_IS_ZERO	F	-30482	16#88EE	Time base is zero
FIFO	E_INPUT_VALUE_OUT_OF_RANGE	F	-30183	16#8A19	Input value is out of range
GET_3X	E_INPUT_VALUE_OUT_OF_RANGE	F	-30183	16#8A19	Input value is out of range
GET_4X	E_INPUT_VALUE_OUT_OF_RANGE	F	-30183	16#8A19	Input value is out of range
GET_BIT	E_INPUT_VALUE_OUT_OF_RANGE	F	-30183	16#8A19	Input value is out of range
IEC_BMDI	E_EFB_USER_ERROR_1	F	-30200	16#8A08	Input value is invalid register type (SourceTable).
IEC_BMDI	E_EFB_USER_ERROR_2	F	-30201	16#8A07	The input offset (OffsetInSourceTable) selects an address outside acceptable limits.
IEC_BMDI	E_EFB_USER_ERROR_3	F	-30202	16#8A06	The input offset (OFF_IN) is not 1 or a multiple of 16+1.
IEC_BMDI	E_EFB_USER_ERROR_4	F	-30203	16#8A05	Output value is invalid register type (DestinationTable).
IEC_BMDI	E_EFB_USER_ERROR_5	F	-30204	16#8A04	The output offset (OffsetInDestinationTable) selects an address outside acceptable limits.

<b>EFB name</b>	<b>Error code</b>	<b>ENO state in case of error</b>	<b>Error value in Dec</b>	<b>Error value in Hex</b>	<b>Error description</b>
IEC_BMDI	E_EFB_USER_ERROR_6	F	-30205	16#8A03	The output offset (OffsetInDestinationTable) is not 1 or a multiple of 16+1.
IEC_BMDI	E_EFB_USER_ERROR_7	F	-30206	16#8A02	The value for (NumberOfElements) is 0.
IEC_BMDI	E_EFB_USER_ERROR_8	F	-30207	16#8A01	The value for (NumberOfElements) addresses more than 1600 bits.
IEC_BMDI	E_EFB_USER_ERROR_9	F	-30208	16#8A00	The value for (NumberOfElements) addresses more than 100 words.
IEC_BMDI	E_EFB_USER_ERROR_10	F	-30209	16#89FF	The value for (NumberOfElements) selects a source address outside the acceptable limits.
IEC_BMDI	E_EFB_USER_ERROR_11	F	-30210	16#89FE	The value for (NumberOfElements) selects a destination address outside the acceptable limits.
IEC_BMDI	E_EFB_USER_ERROR_12	F	-30211	16#89FD	The value for (NumberOfElements) is not a multiple of 16.
IEC_BMDI	E_EFB_USER_ERROR_13	F	-30212	16#89FC	Warning: Address overlap of input and output addresses.
LIFO	E_INPUT_VALUE_OUT_OF_RANGE	F	-30183	16#8A19	Input value is out of range
PUT_4X	E_INPUT_VALUE_OUT_OF_RANGE	F	-30183	16#8A19	Input value is out of range
MUX_DINTARR_125	E_SELECTOR_OUT_OF_RANGE	F	-30175	16#8A21	Selector is out of range
SET_BIT	E_INPUT_VALUE_OUT_OF_RANGE	F	-30183	16#8A19	Input value is out of range

## Common Floating Point Errors

### Introduction

The following table shows the common error codes and error values created for floating point errors.

### Common Floating Point Errors

Table of common floating point errors

Error codes	Error value in Dec	Error value in Hex	Error description
FP_ERROR	-30150	16#8A3A	Base value (not appearing as an error value)
E_FP_STATUS_FAILED_IE	-30151	16#8A39	Illegal floating point operation
E_FP_STATUS_FAILED_DE	-30152	16#8A38	Operand is denormalized - not a valid REAL number
E_FP_STATUS_FAILED_ZE	-30154	16#8A36	Illegal divide by zero
E_FP_STATUS_FAILED_ZE_IE	-30155	16#8A35	Illegal floating point operation / Divide by zero
E_FP_STATUS_FAILED_OE	-30158	16#8A32	Floating point overflow
E_FP_STATUS_FAILED_OE_IE	-30159	16#8A31	Illegal floating point operation / Overflow
E_FP_STATUS_FAILED_OE_ZE	-30162	16#8A2E	Floating point overflow / Divide by zero
E_FP_STATUS_FAILED_OE_ZE_IE	-30163	16#8A2D	Illegal floating point operation / Overflow / Divide by zero
E_FP_NOT_COMPARABLE	-30166	16#8A2A	Internal error

---

# IEC Compliance



B

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## Overview

This chapter contains the compliance tables required by IEC 61131-3.

## What Is in This Chapter?

This chapter contains the following sections:

Section	Topic	Page
B.1	General Information regarding IEC 61131-3	662
B.2	IEC Compliance Tables	664
B.3	Extensions of IEC 61131-3	687
B.4	Textual language syntax	689

## B.1 General Information regarding IEC 61131-3

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### General information about IEC 61131-3 Compliance

#### At a Glance

The IEC 61131-3 Standard (cf. its subclause 1.4) specifies the syntax and semantics of a unified suite of programming languages for programmable controllers. These consist of two textual languages, IL (Instruction List) and ST (Structured Text), and two graphical languages, LD (Ladder Diagram) and FBD (Function Block Diagram).

Additionally, Sequential Function Chart (SFC) language elements are defined for structuring the internal organization of programmable controller programs and function blocks. Also, configuration elements are defined which support the installation of programmable controller programs into programmable controller systems.

**NOTE:** Unity Pro uses the English acronyms for the programming languages.

Further more, features are defined which facilitate communication among programmable controllers and other components of automated systems.

#### Unity Pro compliance to IEC 61131-3

The current version of the Unity Pro Programming System supports a compliant subset of the language elements defined in the Standard.

Compliance in this context means the following:

- The Standard allows an implementer of an IEC Programming System to choose or to drop specific language features or even complete languages out of the Feature Tables which form an inherent part of the specifications; a system claiming compliance to the Standard just has to implement the chosen features according to the specifications given in the Standard.
- Further on, the Standard allows an implementer to use the defined programming language elements in an interactive programming environment. Since the Standard explicitly states that the specification of such environments is beyond its scope, the implementer has certain degrees of freedom in providing optimized presentation and handling procedures for specific language elements to the benefit of the user.
- Unity Pro uses these degrees of freedom e.g. by introducing the notion of "Project" for the combined handling of the IEC language elements "Configuration" and "Resource". It also uses them e.g. in the mechanisms provided for handling variable declarations or function block instantiations.

**IEC standards tables**

The supported features and other implementation specific information is given in the following compliance statement and the subsequent tables as required by the Standard.

## B.2 IEC Compliance Tables

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### Overview

This system complies with the requirements of IEC 61131-3 for the language and feature listed in the following tables.

### What Is in This Section?

This section contains the following topics:

Topic	Page
Common elements	665
IL language elements	677
ST language elements	679
Common graphical elements	680
LD language elements	681
Implementation-dependent parameters	682
Error Conditions	685

## Common elements

### Common elements

IEC compliance table for common elements:

Table No.	Feature No.	Description of Feature
1	2	Lower case characters
	3a	Number sign (#)
	4a	Dollar sign (\$)
	5a	Vertical bar ( )
2	1	Upper case and numbers
	2	Upper and lower case, numbers, embedded underlines
	3	Upper and lower case , numbers, leading or embedded underlines
3	1	Comments
3a	1	Pragmas
4	1	Integer literals
	2	Real literals
	3	Real literals with exponents
	4	Base 2 literals
	5	Base 8 literals
	6	Base 16 literals
	7	Boolean zero and one
	8	Boolean FALSE and TRUE
	9	Typed literals
5	1	Single-byte character strings
	3	Single-byte typed string literals
6	2	Dollar sign
	3	Single quote
	4	Line feed
	5	New line
	6	Form feed (page)
	7	Carriage return
	8	Tab
	9	Double quote

<b>Table No.</b>	<b>Feature No.</b>	<b>Description of Feature</b>
7	1a	Duration literals without underlines: short prefix
	1b	long prefix
	2a	Duration literals with underlines: short prefix
	2b	long prefix
8	1	Date literals (long prefix)
	2	Date literals (short prefix)
	3	Time of day literals (long prefix)
	4	Time of day literals (short prefix)
	5	Date and time literals (long prefix)
	5	Date and time literals (short prefix)
10	1	Data type <code>BOOL</code>
	3	Data type <code>INT</code>
	4	Data type <code>DINT</code>
	7	Data type <code>UINT</code>
	8	Data type <code>UDINT</code>
	10	Data type <code>REAL</code>
	12	Data type <code>TIME</code>
	13	Data type <code>DATE</code>
	14	Data type <code>TIME_OF_DAY</code> or <code>TOD</code>
	15	Data type <code>DATE_AND_TIME</code> or <code>DT</code>
	16	Data type <code>STRING</code>
	17	Data type <code>BYTE</code>
	18	Data type <code>WORD</code>
	19	Data type <code>DWORD</code>
12	4	Array data types
	5	Structured data types
14	4	Initialization of array data types
	6	Initialization of derived structured data types

<b>Table No.</b>	<b>Feature No.</b>	<b>Description of Feature</b>
15	1	Input location
	2	Output location
	3	Memory location
	4	Single bit size (X Prefix)
	5	Single bit size (No Prefix)
	7	Word (16 bits) size
	8	Double word (32 bits) size
	9	Long (quad) word (64 bits) size
17	3	Declaration of locations of symbolic variables ( <i>Note 5, page 674</i> )
	4	Array location assignment ( <i>Note 5, page 674</i> )
	5	Automatic memory allocation of symbolic variables
	6	Array declaration ( <i>Note 11, page 676</i> )
	7	Retentive array declaration ( <i>Note 11, page 676</i> )
	8	Declaration for structured variables
18	1	Initialization of directly represented variables ( <i>Note 11, page 676</i> )
	3	Location and initial value assignment to symbolic variables
	4	Array location assignment and initialization
	5	Initialization of symbolic variables
	6	Array initialization ( <i>Note 11, page 676</i> )
	7	Retentive array declaration and initialization ( <i>Note 11, page 676</i> )
	8	Initialization of structured variables
	9	Initialization of constants
	10	Initialization of function block instances
19	1	Negated input
	2	Negated output
19a	1	formal function / function block call
	2	non-formal function / function block call
20	1	Use of EN and ENO shown in LD
	2	Usage without EN and ENO shown in FBD

<b>Table No.</b>	<b>Feature No.</b>	<b>Description of Feature</b>
20a	1	In-out variable declaration (textual)
	2	In-out variable declaration (graphical)
	3	Graphical connection of in-out variable to different variables (graphical)
21	1	Overloaded functions
	2	Typed functions
22	1	* _TO_ ** ( <i>Note 1, page 673</i> )
	2	TRUNC ( <i>Note 2, page 673</i> )
	3	* _BCD_TO_* ** ( <i>Note 3, page 674</i> )
	4	** _TO_BCD_* ( <i>Note 3, page 674</i> )
23	1	ABS function
	2	SQRT function
	3	LN function
	4	LOG function
	5	EXP function
	6	SIN function
	7	COS function
	8	TAN function
	9	ASIN function
	10	ACOS function
	11	ATAN function
24	12	ADD function
	13	MUL function
	14	SUB function
	15	DIV function
	16	MOD function
	17	EXPT function
	18	MOVE function
25	1	SHL function
	2	SHR function
	3	ROR function
	4	ROL function

Table No.	Feature No.	Description of Feature
26	5	AND function
	6	OR function
	7	XOR function
	8	NOT function
27	1	SEL function
	2a	MAX function
	2b	MIN function
	3	LIMIT function
	4	MUX function
28	5	GT function
	6	GE function
	7	EQ function
	8	LE function
	9	LT function
	10	NE function
29	1	LEN function ( <i>Note 4, page 674</i> )
	2	LEFT function ( <i>Note 4, page 674</i> )
	3	RIGHT function ( <i>Note 4, page 674</i> )
	4	MID function ( <i>Note 4, page 674</i> )
	6	INSERT function ( <i>Note 4, page 674</i> )
	7	DELETE function ( <i>Note 4, page 674</i> )
	8	REPLACE function ( <i>Note 4, page 674</i> )
	9	FIND function ( <i>Note 4, page 674</i> )

<b>Table No.</b>	<b>Feature No.</b>	<b>Description of Feature</b>
30	1a	ADD function ( <i>Note 6, page 676</i> )
	1b	ADD_TIME function
	2b	ADD_TOD_TIME function
	3b	ADD_DT_TIME function
	4a	SUB function ( <i>Note 6, page 676</i> )
	4b	SUB_TIME function
	5b	SUB_DATE_DATE function
	6b	SUB_TOD_TIME function
	7b	SUB_TOD_TOD function
	8b	SUB_DT_TIME function
	9b	SUB_DT_DT function
	10a	MUL function ( <i>Note 6, page 676</i> )
	10b	MULTIME function
	11a	DIV function function ( <i>Note 6, page 676</i> )
	11b	DIVTIME function
33	1a	RETAIN qualifier for internal variables ( <i>Note 11, page 676</i> )
	2a	RETAIN qualifier for output variables ( <i>Note 11, page 676</i> )
	2b	RETAIN qualifier for input variables ( <i>Note 11, page 676</i> )
	3a	RETAIN qualifier for internal function blocks ( <i>Note 11, page 676</i> )
	4a	VAR_IN_OUT declaration (textual)
	4b	VAR_IN_OUT declaration and usage (graphical)
	4c	VAR_IN_OUT declaration with assignment to different variables (graphical)
34	1	Bistable Function Block (set dominant)
	2	Bistable Function Block (reset dominant)
35	1	Rising edge detector
	2	Falling edge detector

<b>Table No.</b>	<b>Feature No.</b>	<b>Description of Feature</b>
36	1a	CTU (Up-counter) function block
	1b	CTU_DINT function block
	1d	CTU_UDINT function block
	2a	CTD (Down-counter) function block
	2b	CTD_DINT function block
	2d	CTD_UDINT function block
	3a	CTUD (Up-down-counter) function block
	3b	CTUD_DINT function block
	3d	CTUD_UDINT function block
37	1	TP (Pulse) function block
	2a	TON (On delay) function block
	3a	TOF (Off delay) function block
39	19	Use of directly represented variables
40	1	Step and initial step - Graphical form with directed links
	3a	Step flag – General form
	4	Step elapsed time– General form
41	7	Use of transition name
	7a	Transition condition linked through transition name using LD language
	7b	Transition condition linked through transition name using FBD language
	7c	Transition condition linked through transition name using IL language
	7d	Transition condition linked through transition name using ST language
42	1	Any Boolean variable declared in a VAR or VAR_OUTPUT block, or their graphical equivalents, can be an action
	2l	Graphical declaration of action in LD language
	2f	Graphical declaration of action in FBD language
	3s	Textual declaration of action in ST language
	3i	Textual declaration of action in IL language
43	1	Action block physically or logically adjacent to the step ( <i>Note 7, page 676</i> )
	2	Concatenated action blocks physically or logically adjacent to the step ( <i>Note 8, page 676</i> )

<b>Table No.</b>	<b>Feature No.</b>	<b>Description of Feature</b>
44	1	Action qualifier in action block supported
	2	Action name in action block supported
45	1	None - no qualifier
	2	Qualifier N
	3	Qualifier R
	4	Qualifier S
	5	Qualifier L
	6	Qualifier D
	7	Qualifier P
	9	Qualifier DS
	11	Qualifier P1
	12	Qualifier P0
45a	2	Action control without "final scan"
46	1	Single sequence
	2a	Divergence of sequence selection: left-to-right priority of transition evaluations
	3	Convergence of sequence selection
	4	Simultaneous sequences - divergence and convergence
	5a	Sequence skip: left-to-right priority of transition evaluations
	6a	Sequence loop: left-to-right priority of transition evaluations
49	1	CONFIGURATION...END_CONFIGURATION construction <i>(Note 12, page 676)</i>
	5a	Periodic TASK construction
	5b	Non-periodic TASK construction
	6a	WITH construction for PROGRAM to TASK association <i>(Note 9, page 676)</i>
	6c	PROGRAM declaration with no TASK association <i>(Note 10, page 676)</i>
50	5a	Non-preemptive scheduling <i>(Note 13, page 676)</i>
	5b	Preemptive scheduling <i>(Note 14, page 676)</i>

**Note 1**

List of type conversion functions:

- `BOOL_TO_BYTE`, `BOOL_TO_DINT`, `BOOL_TO_INT`, `BOOL_TO_REAL`,  
`BOOL_TO_TIME`, `BOOL_TO_UDINT`, `BOOL_TO_UINT`, `BOOL_TO_WORD`,  
`BOOL_TO_DWORD`
- `BYTE_TO_BOOL`, `BYTE_TO_DINT`, `BYTE_TO_INT`, `BYTE_TO_REAL`,  
`BYTE_TO_TIME`, `BYTE_TO_UDINT`, `BYTE_TO_UINT`, `BYTE_TO_WORD`,  
`BYTE_TO_DWORD`, `BYTE_TO_BIT`
- `DINT_TO_BOOL`, `DINT_TO_BYTE`, `DINT_TO_INT`, `DINT_TO_REAL`,  
`DINT_TO_TIME`, `DINT_TO_UDINT`, `DINT_TO_UINT`, `DINT_TO_WORD`,  
`DINT_TO_DWORD`, `DINT_TO_DBCD`, `DINT_TO_STRING`
- `INT_TO_BOOL`, `INT_TO_BYTE`, `INT_TO_DINT`, `INT_TO_REAL`, `INT_TO_TIME`,  
`INT_TO_UDINT`, `INT_TO_UINT`, `INT_TO_WORD`, `INT_TO_BCD`, `INT_TO_DBCD`,  
`INT_TO_DWORD`, `INT_TO_STRING`
- `REAL_TO_BOOL`, `REAL_TO_BYTE`, `REAL_TO_DINT`, `REAL_TO_INT`,  
`REAL_TO_TIME`, `REAL_TO_UDINT`, `REAL_TO_UINT`, `REAL_TO_WORD`,  
`REAL_TO_DWORD`, `REAL_TO_STRING`
- `TIME_TO_BOOL`, `TIME_TO_BYTE`, `TIME_TO_DINT`, `TIME_TO_INT`,  
`TIME_TO_REAL`, `TIME_TO_UDINT`, `TIME_TO_UINT`, `TIME_TO_WORD`,  
`TIME_TO_DWORD`, `TIME_TO_STRING`
- `UDINT_TO_BOOL`, `UDINT_TO_BYTE`, `UDINT_TO_DINT`, `UDINT_TO_INT`,  
`UDINT_TO_REAL`, `UDINT_TO_TIME`, `UDINT_TO_UINT`, `UDINT_TO_WORD`,  
`UDINT_TO_DWORD`
- `UINT_TO_BOOL`, `UINT_TO_BYTE`, `UINT_TO_DINT`, `UINT_TO_INT`,  
`UINT_TO_REAL`, `UINT_TO_TIME`, `UINT_TO_UDINT`, `UINT_TO_WORD`,  
`UINT_TO_DWORD`,
- `WORD_TO_BOOL`, `WORD_TO_BYTE`, `WORD_TO_DINT`, `WORD_TO_INT`,  
`WORD_TO_REAL`, `WORD_TO_TIME`, `WORD_TO_UDINT`, `WORD_TO_UINT`,  
`WORD_TO_BIT`, `WORD_TO_DWORD`
- `DWORD_TO_BOOL`, `DWORD_TO_BYTE`, `DWORD_TO_DINT`, `DWORD_TO_INT`,  
`DWORD_TO_REAL`, `DWORD_TO_TIME`, `DWORD_TO_UDINT`, `DWORD_TO_UINT`,  
`DWORD_TO_BIT`,

The effects of each conversion are described in the help text supplied with the Base Library.

**Note 2**

List of types for truncate function:

- `REAL_TRUNC_DINT`, `REAL_TRUNC_INT`, `REAL_TRUNC_UDINT`,  
`REAL_TRUNC_UINT`

The effects of each conversion are described in the help text supplied with the Base Library.

**Note 3**

List of types for BCD conversion function:

- BCD\_TO\_INT, DBCD\_TO\_INT, DBCD\_TO\_DINT

List of types for BCD conversion function:

- INT\_TO\_BCD, INT\_TO\_DBCD, DINT\_TO\_DBCD

The effects of each conversion are described in the help text supplied with the Base Library.

**Note 4**

List of types for String functions:

- LEN\_INT, LEFT\_INT, RIGHT\_INT, MID\_INT, INSERT\_INT, DELETE\_INT, REPLACE\_INT, FIND\_INT

**Note 5**

A variable can be mapped to a directly represented variable if they strictly have the same type.

This means that a variable of type INT can only be mapped on a directly represented variable of type INT.

But there is one exception to this rule: for internal word (%MW*i*), Flat word (%IW*i*) and constant word (%KW*i*) memory variables any declared variable type is allowed.

Allowed mappings:

	Syntax	Data type	Allowed variable types
Internal bit	%M <i>i</i> or %MX <i>i</i>	EBOOL	EBOOL ARRAY [...] OF EBOOL
Internal word	%MW <i>i</i>	INT	All types are allowed except: <ul style="list-style-type: none"> <li>● EBOOL</li> <li>● ARRAY [...] OF EBOOL</li> </ul>
Internal double word	%MD <i>i</i>	DINT	No mapping, because of overlapping between %MW <i>i</i> and %MD <i>i</i> and %MF <i>i</i> .
Internal real	%MF <i>i</i>	REAL	No mapping, because of overlapping between %MW <i>i</i> and %MD <i>i</i> and %MF <i>i</i> .

	Syntax	Data type	Allowed variable types
Constant word	%KW<i>	INT	All types are allowed except: <ul style="list-style-type: none"> <li>● EBOOL</li> <li>● ARRAY [...] OF EBOOL</li> </ul>
Constant double word	%KD<i>	DINT	No mapping, because of overlapping between %KW<i> and %KD<i> and %KF<i>. This kind of variables only exists on Premium PLCs.
Constant real	%KF<i>	REAL	No mapping, because of overlapping between %KW<i> and %KD<i> and %KF<i>. This kind of variables only exists on Premium PLCs.
System bit	%S<i> or %SX<i>	EBOOL	EBOOL
System word	%SW<i>	INT	INT
System double word	%SD<i>	DINT	DINT
Flat bit	%I<i>	EBOOL	EBOOL ARRAY [...] OF EBOOL This kind of variables only exists on Qantum PLCs.
Flat word	%IW<i>	INT	All types are allowed except: <ul style="list-style-type: none"> <li>● EBOOL</li> <li>● ARRAY [...] OF EBOOL</li> </ul> This kind of variables only exists on Qantum PLCs.
Common word	%NWi.j.k	INT	INT
Topological variables	%I..., %Q..., ...	...	Same Type (On some digital I/O modules it is allowed to map arrays of EBOOL on %IX<topo> and %QX<topo> objects.)
Extract bits	%MWi.j, ...	BOOL	BOOL

**Note 6**

Only operator "+" (for ADD), "-" (for SUB), "\*" (for MUL) or "/" (for DIV) in ST language.

**Note 7**

This feature is only presented in the "expanded view" of the chart.

**Note 8**

This feature is presented in the "expanded view" of the chart, but not as concatenated blocks, but as a scrollable list of action names with associated qualifiers inside one single block symbol.

**Note 9**

There is only a one-to-one mapping of program instance to task. The textual format is replaced by a property dialog.

**Note 10**

The textual format is replaced by a property dialog.

**Note 11**

All variables are retentive (`RETAIN` qualifier implicitly assumed in variable declarations).

**Note 12**

The textual format is replaced by the project browser representation.

**Note 13**

Using Mask-IT instruction, the user is able to get a non-preemptive behaviour. You will find `MASKEVT` (Global EVT masking) and `UNMASKEVT` (Global EVT unmasking) in the System functions of the libset.

**Note 14**

By default, the multi-task system is preemptive.

## IL language elements

### IL language elements

IEC compliance table for IL language elements:

Table No.	Feature No.	Feature description
51b	1	Parenthesized expression beginning with explicit operator
51b	2	Parenthesized expression (short form)
52	1	LD operator (with modifier "N")
	2	ST operator (with modifier "N")
	3	S, R operator
	4	AND operator (with modifiers "(", "N")
	6	OR operator (with modifiers "(", "N")
	7	XOR operator (with modifiers "(", "N")
	7a	NOT operator
	8	ADD operator (with modifier ")")
	9	SUB operator (with modifier ")")
	10	MUL operator (with modifier ")")
	11	DIV operator (with modifier ")")
	11a	MOD operator (with modifier ")")
	12	GT operator (with modifier ")")
	13	GE operator (with modifier ")")
	14	EQ operator (with modifier ")")
	15	NE operator (with modifier ")")
	16	LE operator (with modifier ")")
	17	LT operator (with modifier ")")
	18	JMP operator (with modifiers "C", "N")
	19	CAL operator (with modifiers "C", "N")
	20	RET operator (with modifiers "C", "N") ( <i>Note, page 678</i> )
	21	(evaluate deferred operation)

<b>Table No.</b>	<b>Feature No.</b>	<b>Feature description</b>
53	1a	CAL of Function Block with non-formal argument list
	1b	CAL of Function Block with formal argument list
	2	CAL of Function Block with load/store of arguments
	4	Function invocation with formal argument list
	5	Function invocation with non-formal argument list

**Note**

In DFB only.

## ST language elements

### ST language elements

IEC compliance table for ST language elements:

Table No.	Feature No.	Feature description
55	1	Parenthesization (expression)
	2	Function evaluation: functionName(listOfArguments)
	3	Exponentiation: **
	4	Negation: -
	5	Complement: NOT
	6	Multiply: *
	7	Divide: /
	8	Modulo: MOD
	9	Add: +
	10	Subtract: -
	11	Comparison: <, >, <=, >=
	12	Equality: =
	13	Inequality: <>
	14	Boolean AND: &
	15	Boolean AND: AND
	16	Boolean Exclusive OR: XOR
	17	Boolean OR: OR
56	1	Assignment
	2	Function block invocation and function block output usage
	3	RETURN statement ( <i>Note, page 679</i> )
	4	IF statement
	5	CASE statement
	6	FOR statement
	7	WHILE statement
	8	REPEAT statement
	9	EXIT statement
	10	Empty statement

### Note

In DFB only.

## Common graphical elements

### Common graphical elements

IEC compliance table for common graphical elements:

Table No.	Feature No.	Feature description
57	2	Horizontal lines: Graphic or semigraphic
	4	Vertical lines: Graphic or semigraphic
	6	Horizontal/vertical connection: Graphic or semigraphic
	8	Line crossings without connection: Graphic or semigraphic
	10	Connected and non-connected corners: Graphic or semigraphic
	12	Blocks with connecting lines: Graphic or semi-graphic
58	1	Unconditional Jump: FBD Language
	2	Unconditional Jump: LD Language
	3	Conditional Jump: FBD Language
	4	Conditional Jump: LD Language
	5	Conditional Return: LD Language ( <i>Note, page 680</i> )
	6	Conditional Return: FBD Language ( <i>Note, page 680</i> )
	7	Unconditional Return from function or function block ( <i>Note, page 680</i> )
	8	Unconditional Return: LD Language ( <i>Note, page 680</i> )

### Note

In DFB only.

## LD language elements

### LD language elements

IEC compliance table for LD language elements:

Table No.	Feature No.	Feature description
59	1	Left power rail
	2	Right power rail
60	1	Horizontal link
	2	Vertical link
61	1	Normally open contact (vertical bar) ( <i>Note, page 681</i> )
	3	Normally closed contact (vertical bar) ( <i>Note, page 681</i> )
	5	Positive transition-sensing contact (vertical bar) ( <i>Note, page 681</i> )
	7	Negative transition-sensing contact (vertical bar) ( <i>Note, page 681</i> )
62	1	Coil
	2	Negated coil
	3	SET (latch) coil
	4	RESET (unlatch) coil
	8	Positive transition-sensing coil
	9	Negative transition-sensing coil

#### Note

Only graphical representation.

## Implementation-dependent parameters

### Implementation-dependent parameters

IEC compliance table for implementation-dependent parameters:

Parameters	Limitations/Behavior
Maximum length of identifiers	32 characters
Maximum comment length	Within the Unity Pro: 1024 characters for each editor object. Import: limited by XML constraints or UDBString usage in the persistent layer.
Syntax and semantics of pragmas	Unity V1.0 only implements 1 pragma, used for legacy convertor: { ConvError (' error text'); } any other pragma construct is ignored (a warning message is given)
Syntax and semantics for the use of the double-quote character when a particular implementation supports Feature #4 but not Feature #2 of Table 5.	(#2 of table 5 is supported)
Range of values and precision of representation for variables of type TIME, DATE, TIME_OF_DAY and DATE_AND_TIME	for TIME: t#0ms .. t#4294967295ms (=t#49D_17H_2M_47S_295MS) for DATE: D#1990-01-01 .. D#2099-12-31 for TOD: TOD#00:00:00 .. TOD#23:59:59
Precision of representation of seconds in types TIME, TIME_OF_DAY and DATE_AND_TIME	TIME: precision 1 ms TIME_OF_DAY: precision 1 s
Maximum number of enumerated values	Not applicable
Maximum number of array subscripts	6
Maximum array size	64 kbytes
Maximum number of structure elements	no limit
Maximum structure size	64 kbytes
Maximum range of subscript values	DINT range
Maximum number of levels of nested structures	10
Default maximum length of STRING and WSTRING variables	16 characters
Maximum allowed length of STRING and WSTRING variables	64 kbytes

<b>Parameters</b>	<b>Limitations/Behavior</b>
Maximum number of hierarchical levels Logical or physical mapping	Premium: physical mapping (5 levels) Quantum: logical mapping (1 level)
Maximum number of inputs of extensible functions	<p>The number of all input parameters (including in-out parameters) is limited to 32. The number of all output parameters (including in-out parameters) is also limited to 32.</p> <p>Thus the limit for extensible input parameters is (32 - number of input parameters - number of in-out parameters).</p> <p>The limit for extensible output parameters is (32 - number of output parameters - number of in-out parameters).</p>
Effects of type conversions on accuracy	See online help.
Error conditions during type conversions	Error conditions are described in the online-help. Globally %S18 is set for overflow errors. ENO is also set. The result is depending on the specific function.
Accuracy of numerical functions	INTEL floating point processing or emulation.
Effects of type conversions between time data types and other data types not defined in Table 30	See online help.
Maximum number of function block specifications and instantiations	Only limited by the maximum size of a section.
Function block input variable assignment when EN is FALSE	No assignment
Pvmin, Pvmax of counters	<p>INT base counters:</p> <ul style="list-style-type: none"> <li>● Pvmin=-32768 (0x8000)</li> <li>● Pvmax=32767 (0x7FFF)</li> </ul> <p>UINT base counters:</p> <ul style="list-style-type: none"> <li>● Pvmin=0 (0x0)</li> <li>● Pvmax=65535 (0xFFFF)</li> </ul> <p>DINT base counters:</p> <ul style="list-style-type: none"> <li>● Pvmin= -2147483648 (0x80000000)</li> <li>● Pvmax=2147483647 (0x7FFFFFFF)</li> </ul> <p>UDINT base counters:</p> <ul style="list-style-type: none"> <li>● Pvmin=0 (0x0)</li> <li>● Pvmax=4294967295 (0xFFFFFFFF)</li> </ul>
Effect of a change in the value of a PT input during a timing operation	The new PT values are immediately taken at once into account, even during a running timing operation immediately works with the new values.
Program size limitations	Depends on controller type and memory

Parameters	Limitations/Behavior
Precision of step elapsed time	10 ms
Maximum number of steps per SFC	1024 steps per SFC section
Maximum number of transitions per SFC and per step	Limited by the available area for entering steps/transitions and by the maximum number of steps per SFC section (1024 Steps). 32 transition per step. Limited by the available area for entering Alternative/Parallel branches, maximum is 32 rows.
Maximum number of action blocks per step	20
Access to the functional equivalent of the <code>Q</code> or <code>A</code> outputs	not applicable
Transition clearing time	Target dependent; always < 100 micro-seconds
Maximum width of diverge/converge constructs	32
Contents of <code>RESOURCE</code> libraries	Not applicable
Effect of using <code>READ_WRITE</code> access to function block outputs	Not applicable
Maximum number of tasks	Depends on controller type. Maximum on most powerful controller: 9 tasks
Task interval resolution	10 ms
Maximum length of expressions	Practically no limit
Maximum length of statements	Practically no limit
Maximum number of <code>CASE</code> selections	Practically no limit
Value of control variable upon termination of <code>FOR</code> loop	Undefined
Restrictions on network topology	No restrictions
Evaluation order of feedback loops	The block connected to the feedback variable is executed first

## Error Conditions

### Error Conditions

IEC standards table for error conditions:

Error conditions	Treatment (see <i>Note, page 686</i> )
Nested comments	2) error is reported during programming
Value of a variable exceeds the specified subrange	4) error is reported during execution
Missing configuration of an incomplete address specification ("**" notation)	Not applicable
Attempt by a program organization unit to modify a variable which has been declared CONSTANT	2) error is reported during programming
Improper use of directly represented or external variables in functions	Not applicable
A VAR_IN_OUT variable is not "properly mapped"	2) error is reported during programming
Type conversion errors	4) error is reported during execution
Numerical result exceeds range for data type	4) error is reported during execution
Division by zero	4) error is reported during execution
Mixed input data types to a selection function	2) error is reported during programming
Result exceeds range for data type	4) error is reported during execution
No value specified for an in-out variable	2) error is reported during programming
Zero or more than one initial steps in SFC network	3) error is reported during analyzing/loading/linking
User program attempts to modify step state or time	2) error is reported during programming
Side effects in evaluation of transition condition	3) error is reported during analyzing/loading/linking
Action control contention error	3) error is reported during analyzing/loading/linking
Simultaneously true, non-prioritized transitions in a selection divergence	Not applicable
Unsafe or unreachable SFC	3) error is reported during analyzing/loading/linking
Data type conflict in VAR_ACCESS	Not applicable
A task fails to be scheduled or to meet its execution deadline	4) error is reported during execution
Numerical result exceeds range for data type	4) error is reported during execution

Error conditions	Treatment (see <i>Note, page 686</i> )
Current result and operand not of same data type	2) error is reported during programming
Division by zero	4) error is reported during execution
Numerical result exceeds range for data type	4) error is reported during execution
Invalid data type for operation	4) error is reported during execution
Return from function without value assigned	Not applicable
Iteration fails to terminate	4) error is reported during execution
Same identifier used as connector label and element name	Not applicable
Uninitialized feedback variable	1) error is not reported

**Note**

Identifications for the treatment of error conditions according to IEC 61131-3, subclause 1.5.1, d):

- 1) error is not reported
- 2) error is reported during programming
- 3) error is reported during analyzing/loading/linking
- 4) error is reported during execution

## B.3 Extensions of IEC 61131-3

### Extensions of IEC 61131-3, 2nd Edition

#### At a Glance

In addition to the standardized IEC features listed in the (see page 664), the Unity Pro programming environment inherited a number of features from the PL7 programming environment. These extensions are optionally provided; they can be checked or not in a corresponding options dialog. The dialog and the features are described in detail in a chapter of the online help titled *Data and Languages* (see *Unity Pro, Operating Modes*).

Not included in the options dialog is another extension, which is inherited both from the PL7 and the Concept programming environments: Unity Pro provides the construct of the so-called Section in all programming languages, which allows to subdivide a Program Organization Unit (POU). This construct introduces the possibility to mix several languages (e.g. FBD sections, SFC sections) in a POU body, a feature which, if used for this purpose, constitutes an extension of the IEC syntax. A compliant POU body should contain a single section only. Sections do not create a distinct name scope; the name scope for all language elements is the POU.

#### Purpose of Sections

Sections serve different purposes:

- Sections allow to subdivide large POU bodies according to functional aspects: the user has the possibility to subdivide his POU body into functionally meaningful parts. The list of sections represents a kind of functional table of contents of a large, otherwise unstructured POU body.
- Sections allow to subdivide large POU bodies according to graphical aspects: the user has the possibility to design substructures of a large POU body according to an intended graphical presentation. He can create small or large graphical sections according to his taste.
- The subdivision of large POU bodies allows quick online changes: in Unity Pro, the Section serves as the unit for online change. If a POU body is modified during runtime at different locations, automatically all sections affected by the changes are downloaded on explicit request.

- Sections allow to rearrange the execution order of specific, labeled parts of a POU body: the section name serves as a label of that part of the body which is contained inside the section, and by ordering these labels the execution order of those parts is manageable.
- Sections allow to use different languages in parallel in the same POU: this feature is a major extension of the IEC syntax, which allows only one single IEC language to be used for a POU body. In a compliant body, SFC has to be used to manage different languages inside a body (each transition and action may be formulated in its own language).

## B.4 Textual language syntax

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### Textual Language Syntax

#### Description

The Unity Pro V1.0 programming environment does not yet provide support for an import or export of text files complying with the full textual language syntax as specified in Annex B of IEC 61131-3, 2nd Edition.

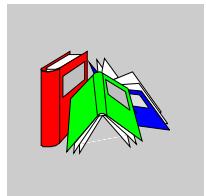
However, the textual syntax of the IL and ST languages, as specified in Annex B.2 and B.3 of IEC 61131-3, 2nd Edition, including all directly and indirectly referenced productions out of Annex B.1, is supported in textual language sections.

Those syntax productions in Annex B of IEC 61131-3, 2nd Edition belonging to features which are not supported by Unity Pro according to the compliance tables (*see page 664*) are not implemented.



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# Glossary



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## 0-9

### %I

According to the IEC standard, %I indicates a discrete input-type language object.

### %ID

According to the IEC standard, %MW indicates an input double word-type language object.

Only I/O objects make it possible to locate type instances (%MD<i>, %KD<i>, %QD, %ID, %MF<i>, %KF<i>, %QF, %IF) by using their topological address (for example %MD0.6.0.11, %MF0.6.0.31).

### %IF

According to the IEC standard, %MW indicates an input real-type language object.

Only I/O objects make it possible to locate type instances (%MD<i>, %KD<i>, %QD, %ID, %MF<i>, %KF<i>, %QF, %IF) by using their topological address (for example %MD0.6.0.11, %MF0.6.0.31).

### %IW

According to the IEC standard, %IW indicates an analog input -type language object.

### %KD

According to the IEC standard, %MW indicates a constant double word-type language object.

For Premium/Atrium PLCs double-type instances of located data (%MD*<i>*, %KD*<i>*) or floating (%MF*<i>*, %KF*<i>*) should be located by an integer type (%MW*<i>*, %KW*<i>*). Only I/O objects make it possible to locate type instances (%MD*<i>*, %KD*<i>*, %QD, %ID, %MF*<i>*, %KF*<i>*, %QF, %IF) by using their topological address (for example %MDO.6.0.11, %MF0.6.0.31).

For Modicon M340 PLCs, double-type instances of located data (%MD*<i>*, %KD*<i>*) or floating (%MF*<i>*, %KF*<i>*) are not available.

### %KF

According to the IEC standard, %MW indicates a constant real-type language object.

For Premium/Atrium PLCs double-type instances of located data (%MD*<i>*, %KD*<i>*) or floating (%MF*<i>*, %KF*<i>*) should be located by an integer type (%MW*<i>*, %KW*<i>*). Only I/O objects make it possible to locate type instances (%MD*<i>*, %KD*<i>*, %QD, %ID, %MF*<i>*, %KF*<i>*, %QF, %IF) by using their topological address (for example %MDO.6.0.11, %MF0.6.0.31).

For Modicon M340 PLCs, double-type instances of located data (%MD*<i>*, %KD*<i>*) or floating (%MF*<i>*, %KF*<i>*) are not available.

### %KW

According to the IEC standard, %KW indicates a constant word-type language object.

For Premium/Atrium PLCs double-type instances of located data (%MD*<i>*, %KD*<i>*) or floating (%MF*<i>*, %KF*<i>*) should be located by an integer type (%MW*<i>*, %KW*<i>*). Only I/O objects make it possible to locate type instances (%MD*<i>*, %KD*<i>*, %QD, %ID, %MF*<i>*, %KF*<i>*, %QF, %IF) by using their topological address (for example %MDO.6.0.11, %MF0.6.0.31).

For Modicon M340 PLCs, double-type instances of located data (%MD*<i>*, %KD*<i>*) or floating (%MF*<i>*, %KF*<i>*) are not available.

### %M

According to the IEC standard, %M indicates a memory bit-type language object.

**%MD**

According to the IEC standard, %MW indicates a memory double word-type language object.

For Premium/Atrium PLCs double-type instances of located data (%MD*<i>*, %KD*<i>*) or floating (%MF*<i>*, %KF*<i>*) should be located by an integer type (%MW*<i>*, %KW*<i>*). Only I/O objects make it possible to locate type instances (%MD*<i>*, %KD*<i>*, %QD, %ID, %MF*<i>*, %KF*<i>*, %QF, %IF) by using their topological address (for example %MD0.6.0.11, %MF0.6.0.31).

For Modicon M340 PLCs, double-type instances of located data (%MD*<i>*, %KD*<i>*) or floating (%MF*<i>*, %KF*<i>*) are not available.

**%MF**

According to the IEC standard, %MW indicates a memory real-type language object.

For Premium/Atrium PLCs double-type instances of located data (%MD*<i>*, %KD*<i>*) or floating (%MF*<i>*, %KF*<i>*) should be located by an integer type (%MW*<i>*, %KW*<i>*). Only I/O objects make it possible to locate type instances (%MD*<i>*, %KD*<i>*, %QD, %ID, %MF*<i>*, %KF*<i>*, %QF, %IF) by using their topological address (for example %MD0.6.0.11, %MF0.6.0.31).

For Modicon M340 PLCs, double-type instances of located data (%MD*<i>*, %KD*<i>*) or floating (%MF*<i>*, %KF*<i>*) are not available.

**%MW**

According to the IEC standard, %MW indicates a memory word-type language object.

For Premium/Atrium PLCs double-type instances of located data (%MD*<i>*, %KD*<i>*) or floating (%MF*<i>*, %KF*<i>*) should be located by an integer type (%MW*<i>*, %KW*<i>*). Only I/O objects make it possible to locate type instances (%MD*<i>*, %KD*<i>*, %QD, %ID, %MF*<i>*, %KF*<i>*, %QF, %IF) by using their topological address (for example %MD0.6.0.11, %MF0.6.0.31).

For Modicon M340 PLCs, double-type instances of located data (%MD*<i>*, %KD*<i>*) or floating (%MF*<i>*, %KF*<i>*) are not available.

**%Q**

According to the IEC standard, %Q indicates a discrete output-type language object.

**%QD**

According to the IEC standard, %MW indicates an output double word-type language object.

Only I/O objects make it possible to locate type instances (%MD*<i>*, %KD*<i>*, %QD, %ID, %MF*<i>*, %KF*<i>*, %QF, %IF) by using their topological address (for example %MD0.6.0.11, %MF0.6.0.31).

**%QF**

According to the IEC standard, %MW indicates an output real-type language object.

Only I/O objects make it possible to locate type instances (%MD*<i>*, %KD*<i>*, %QD, %ID, %MF*<i>*, %KF*<i>*, %QF, %IF) by using their topological address (for example %MD0.6.0.11, %MF0.6.0.31).

**%QW**

According to the IEC standard, %QW indicates an analog output-type language object.

**A**

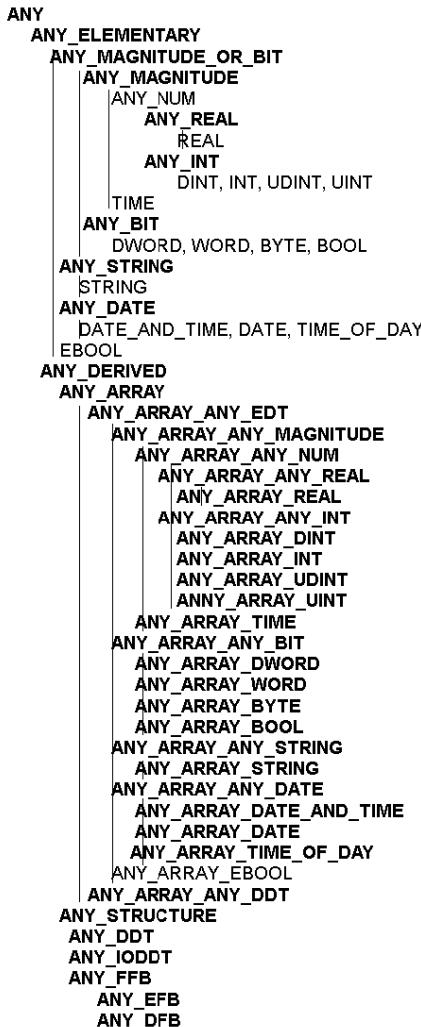
**Animating the links**

This is also called **power flow**, and refers to a type of animation used with Ladder language and the function blocks. The links are displayed in red, green or black according to the variables connected.

**ANY**

There is a hierarchy between the different types of data. In the DFB, it is sometimes possible to declare which variables can contain several types of values. Here, we use ANY\_XXX types.

The following diagram shows the hierarchically-ordered structure:



## ARRAY

An **ARRAY** is a table of elements of the same type.

The syntax is as follows: **ARRAY [ <terminals> ] OF <Type>**

Example:

**ARRAY [1..2] OF BOOL** is a one-dimensional table made up of two **BOOL**-type elements.

**ARRAY [1..10, 1..20] OF INT** is a two-dimensional table made up of 10x20 **INT**-type elements.

## ASCII

**ASCII** is the abbreviation of American Standard Code for Information Interchange.

This is an American code (but which has become an international standard) that uses 7 bits to define every alphanumerical character used in English, punctuation symbols, certain graphic characters and other miscellaneous commands.

## Auxiliary tasks

Optional periodic tasks used to process procedures that do not require fast processing: measurement, adjustment, diagnostic aid, etc.

## B

### Base 10 literals

A literal value in base 10 is used to represent a decimal integer value. This value can be preceded by the signs "+" and "-". If the character "\_" is employed in this literal value, it is not significant.

Example:

-12, 0, 123\_456, +986

### Base 16 literals

A literal value in base 16 is used to represent an integer in hexadecimal. The base is determined by the number "16" and the sign "#". The signs "+" and "-" are not allowed. For greater clarity when reading, you can use the sign "\_" between bits.

Example:

16#F\_F or 16#FF (in decimal 255)

16#F\_F or 16#FF (in decimal 224)

**Base 2 literals**

A literal value in base 2 is used to represent a binary integer. The base is determined by the number "2" and the sign "#". The signs "+" and "-" are not allowed. For greater clarity when reading, you can use the sign "\_" between bits.

Example:

2#1111\_1111 or 2#11111111 (in decimal 255)

2#1110\_0000 or 2#11100000 (in decimal 224)

**Base 8 literals**

A literal value in base 8 is used to represent an octal integer. The base is determined by the number "8" and the sign "#". The signs "+" and "-" are not allowed. For greater clarity when reading, you can use the sign "\_" between bits.

Example:

8#3\_77 or 8#377 (in decimal 255)

8#34\_0 or 8#340 (in decimal 224)

**BCD**

The Binary Coded Decimal (BCD) format is used to represent decimal numbers between 0 and 9 using a group of four bits (half-byte).

In this format, the four bits used to code the decimal numbers have a range of unused combinations.

Example of BCD coding:

- the number 2450
- is coded: 0010 0100 0101 0000

**BIT**

This is a binary unit for a quantity of information which can represent two distinct values (or statuses): 0 or 1.

**BOOL**

BOOL is the abbreviation of Boolean type. This is the elementary data item in computing. A BOOL type variable has a value of either: 0 (FALSE) or 1 (TRUE).

A BOOL type word extract bit, for example: %MW10.4.

## Break point

Used in the "debug" mode of the application.

It is unique (one at a time) and, when reached, signals to the processor to stop the program run.

Used in connected mode, it can be positioned in one of the following program elements:

- LD network,
- Structured Text Sequence or Instruction List,
- Structured Text Line (Line mode).

## BYTE

When 8 bits are put together, this is called a BYTE. A BYTE is either entered in binary, or in base 8.

The BYTE type is coded in an 8 bit format, which, in hexadecimal, ranges from 16#00 to 16#FF

## C

## Constants

An INT, DINT or REAL type variable located in the constant field (%K), or variables used in direct addressing (%KW, %KD or %KF). The contents of these cannot be modified by the program during execution.

## CPU

Is the abbreviation of Control Processing Unit.

This is the microprocessor. It is made up of the control unit combined with the arithmetic unit. The aim of the control unit is to extract the instruction to be executed and the data needed to execute this instruction from the central memory, to establish electrical connections in the arithmetic unit and logic, and to run the processing of this data in this unit. We can sometimes find ROM or RAM memories included in the same chip, or even I/O interfaces or buffers.

## Cyclic execution

The master task is executed either cyclically or periodically. Cyclical execution consists of stringing cycles together one after the other with no waiting time between the cycles.

# D

## DATE

The DATE type coded in BCD in 32 bit format contains the following information:

- the year coded in a 16-bit field,
- the month coded in an 8-bit field,
- the day coded in an 8-bit field.

The DATE type is entered as follows: D#<Year>-<Month>-<Day>

This table shows the lower/upper limits in each field:

Field	Limits	Comment
Year	[1990,2099]	Year
Month	[01,12]	The left 0 is always displayed, but can be omitted at the time of entry
Day	[01,31]	For the months 01\03\05\07\08\10\12
	[01,30]	For the months 04\06\09\11
	[01,29]	For the month 02 (leap years)
	[01,28]	For the month 02 (non leap years)

## DATE\_AND\_TIME

see DT

## DBCD

Representation of a Double BCD-format double integer.

The Binary Coded Decimal (BCD) format is used to represent decimal numbers between 0 and 9 using a group of four bits.

In this format, the four bits used to code the decimal numbers have a range of unused combinations.

Example of DBCD coding:

- the number 78993016
- is coded: 0111 1000 1001 1001 0011 0000 0001 0110

## DDT

DDT is the abbreviation of Derived Data Type.

A derived data type is a set of elements of the same type (ARRAY) or of various types (structure)

## **DFB**

DFB is the abbreviation of Derived Function Block.

DFB types are function blocks that can be programmed by the user ST, IL, LD or FBD.

By using DFB types in an application, it is possible to:

- simplify the design and input of the program,
- increase the legibility of the program,
- facilitate the debugging of the program,
- reduce the volume of the generated code.

## **DFB instance**

A DFB type instance occurs when an instance is called from a language editor.

The instance possesses a name, input/output interfaces, the public and private variables are duplicated (one duplication per instance, the code is not duplicated).

A DFB type can have several instances.

## **DINT**

DINT is the abbreviation of Double Integer format (coded on 32 bits).

The lower and upper limits are as follows: -(2 to the power of 31) to (2 to the power of 31) - 1.

Example:

-2147483648, 2147483647, 16#FFFFFF.

## **Documentation**

Contains all the information of the project. The documentation is printed once compiled and used for maintenance purposes.

The information contained in the documentation cover:

- the hardware and software configuration,
- the program,
- the DFB types,
- the variables and animation tables,
- the cross-references.
- ...

When building the documentation file, you can include all or some of these items.

**Driver**

A program indicating to your computer's operating system the presence and characteristics of a peripheral device. We also use the term peripheral device driver. The best-known drivers are printer drivers. To make a PLC communicate with a PC, communication drivers need to be installed (Uni-Telway, XIP, Fipway, etc.).

**DT**

DT is the abbreviation of Date and Time.

The DT type coded in BCD in 64 bit format contains the following information:

- The year coded in a 16-bit field,
- the month coded in an 8-bit field,
- the day coded in an 8-bit field,
- the hour coded in a 8-bit field,
- the minutes coded in an 8-bit field,
- the seconds coded in an 8-bit field.

**NOTE:** The 8 least significant bits are unused.

The DT type is entered as follows:

**DT#<Year>-<Month>-<Day>\*<Hour>:<Minutes>:<Seconds>**

This table shows the lower/upper limits in each field:

Field	Limits	Comment
Year	[1990,2099]	Year
Month	[01,12]	The left 0 is always displayed, but can be omitted at the time of entry
Day	[01,31]	For the months 01\03\05\07\08\10\12
	[01,30]	For the months 04\06\09\11
	[01,29]	For the month 02 (leap years)
	[01,28]	For the month 02 (non leap years)
Hour	[00,23]	The left 0 is always displayed, but can be omitted at the time of entry
Minute	[00,59]	The left 0 is always displayed, but can be omitted at the time of entry
Second	[00,59]	The left 0 is always displayed, but can be omitted at the time of entry

**DWORD**

DWORD is the abbreviation of Double Word.

The DWORD type is coded in 32 bit format.

This table shows the lower/upper limits of the bases which can be used:

Base	Lower limit	Upper limit
Hexadecimal	16#0	16#FFFFFF
Octal	8#0	8#3777777777
Binary	2#0	2#111111111111111111111111111111

Representation examples:

Data content	Representation in one of the bases
000000000000101011011001101110	16#ADCDE
00000000000000010000000000000000	8#200000
000000000000101010111001101110	2#10101011110011011110

**E****EBOOL**

EBOOL is the abbreviation of Extended Boolean type. A EBOOL type variable brings a value (0 (FALSE) or 1 (TRUE) but also rising or falling edges and forcing capabilities.

An EBOOL type variable takes up one byte of memory.

The byte split up into:

- one bit for the value,
- one bit for the history bit (each time the state's object changes, the value is copied inside the history bit),
- one bit for the forcing bit (equals to 0 if the object isn't forced, equal to 1 if the bit is forced).

The default type value of each bit is 0 (FALSE).

**EDT**

**EDT** is the abbreviation of Elementary Data Type.

These types are as follows:

- BOOL,
- EBOOL,
- WORD,
- DWORD,
- INT,
- DINT,
- UINT,
- UDINT,
- REAL,
- DATE,
- TOD,
- DT.

**EF**

Is the abbreviation of Elementary Function.

This is a block which is used in a program, and which performs a predefined software function.

A function has no internal status information. Multiple invocations of the same function using the same input parameters always supply the same output values. Details of the graphic form of the function invocation can be found in the "[Functional block (instance)]". In contrast to the invocation of the function blocks, function invocations only have a single unnamed output, whose name is the same as the function. In FBD each invocation is denoted by a unique [number] via the graphic block, this number is automatically generated and can not be altered.

You position and set up these functions in your program in order to carry out your application.

You can also develop other functions using the SDKC development kit.

**EFB**

Is the abbreviation for Elementary Function Block.

This is a block which is used in a program, and which performs a predefined software function.

EFBs have internal statuses and parameters. Even where the inputs are identical, the output values may be different. For example, a counter has an output which indicates that the preselection value has been reached. This output is set to 1 when the current value is equal to the preselection value.

## Elementary Function

see EF

### EN / ENO (enable / error notification)

EN means **ENable**, this is an optional block input.

If EN = 0, the block is not activated, its internal program is not executed and ENO is set to 0.

If EN = 1, the internal program of the block is executed, and ENO is set to 1 by the system. If an error occurs, ENO is set to 0.

ENO means **Error NOtification**, this is the output associated to the optional input EN.

If ENO is set to 0 (caused by EN = 0 or in case of an execution error),

- the outputs of function blocks remain in the status they were in for the last correct executed scanning cycle and
- the output(s) of functions and procedures are set to "0".

**NOTE:** If EN is not connected, it is automatically set to 1.

## Event processing

Event processing 1 is a program section launched by an event. The instructions programmed in this section are executed when a software application event (Timer) or a hardware event (application specific module) is received by the processor.

Event processes take priority over other tasks, and are executed the moment the event is detected.

The event process EVT0 is of highest priority. All others have the same level of priority.

**NOTE:** For M340, IO events with the same priority level are stored in a FIFO and are treated in the order in which they are received.

All the timers have the same priority. When several timers end at the same time, the lowest timer number is processed first.

The system word %SW48 counts IO events and telegram processed.

**NOTE:** TELEGRAM is available only for PREMIUM (not on Quantum or M340)

## F

## Fast task

Task launched periodically (setting of the period in the PC configuration) used to carry out a part of the application having a superior level of priority to the Mast task (master).

**FBD**

FBD is the abbreviation of Function Block Diagram.

FBD is a graphic programming language that operates as a logic diagram. In addition to the simple logic blocks (AND, OR, etc.), each function or function block of the program is represented using this graphic form. For each block, the inputs are located to the left and the outputs to the right. The outputs of the blocks can be linked to the inputs of other blocks to form complex expressions.

**FFB**

Collective term for EF (Elementary Function), EFB (Elementary Function Block) and DFB (Derived Function block)

**Flash Eprom**

PCMCIA memory card containing the program and constants of the application.

**FNES**

FNES is the abbreviation of Fichiers Neutres d'Entrées Sorties (Neutral I/O Documentation).

FNES format describes using a tree structure the PLCs in terms of rack, cards and channels.

It is based on the CNOMO standard (comité de normalisation des outillages de machines outils).

**Function**

see EF

**Function block**

see EFB

**Function view**

View making it possible to see the program part of the application through the functional modules created by the user (see Functional module definition).

## Functional Module

A functional module is a group of program elements (sections, sub-programs, macro steps, animation tables, runtime screen, etc.) whose purpose is to perform an automation device function.

A functional module may itself be separated into lower-level functional modules, which perform one or more sub-functions of the main function of the automation device.

## G

### GRAY

Gray or "reflected binary" code is used to code a numerical value being developed into a chain of binary configurations that can be differentiated by the change in status of one and only one bit.

This code can be used, for example, to avoid the following random event: in pure binary, the change of the value 0111 to 1000 can produce random numbers between 0 and 1000, as the bits do not change value altogether simultaneously.

Equivalence between decimal, BCD and Gray:

Decimal	0	1	2	3	4	5	6	7	8	9
BCD	0000	0001	0010	0011	0100	0101	0110	0111	1000	1001
Gray	0000	0001	0011	0010	0110	0111	0101	0100	1100	1101

## H

### Hyperlink

The hyperlink function enables links to be created between your project and external documents. You can create hyperlinks in all the elements of the project directory, in the variables, in the processing screen objects, etc.

The external documents can be web pages, files (xls, pdf, wav, mp3, jpg, gif, etc.).

**I****I/O Object**

An I/O object is an implicit or explicit language object for an expert function module or a I/O device on a fieldbus. They are of the following types: %Ch, %I, %IW, %ID, %IF, %Q, %QW, %QD, QF, %KW, %KD, %KF, %MW, %MD, and %MF.

The objects' topological address depends on the module's position on the rack or the device's position on the bus.

For Premium/Atrium PLCs double-type instances of located data (%MD*<i>*, %KD*<i>*) or floating (%MF*<i>*, %KF*<i>*) should be located by an integer type (%MW*<i>*, %KW*<i>*). Only I/O objects make it possible to locate type instances (%MD*<i>*, %KD*<i>*, %QD, %ID, %MF*<i>*, %KF*<i>*, %QF, %IF) by using their topological address (for example %MD0.6.0.11, %MF0.6.0.31).

For Modicon M340 PLCs, double-type instances of located data (%MD*<i>*, %KD*<i>*) or floating (%MF*<i>*, %KF*<i>*) are not available.

**IEC 61131-3**

International standard: Programmable Logic Controls

Part 3: Programming languages.

**IL**

IL is the abbreviation of Instruction List.

This language is a series of basic instructions.

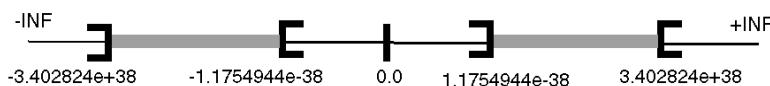
This language is very close to the assembly language used to program processors.

Each instruction is composed of an instruction code and an operand.

**INF**

Used to indicate that a number overruns the allowed limits.

For a number of Integers, the value ranges (shown in gray) are as follows:



When a calculation result is:

- less than -3.402824e+38, the symbol -INF (for -infinite) is displayed,
- greater than +3.402824e+38, the symbol +INF (for +infinite) is displayed.

## **Instantiate**

To instantiate an object is to allocate a memory space whose size depends on the type of object to be instantiated. When an object is instantiated, it exists and can be manipulated by the program.

## **INT**

INT is the abbreviation of single integer format (coded on 16 bits).

The lower and upper limits are as follows: -(2 to the power of 31) to (2 to the power of 31) - 1.

Example:

-32768, 32767, 2#1111110001001001, 16#9FA4.

## **Integer literals**

Integer literal are used to enter integer values in the decimal system. The values can have a preceding sign (+/-). Individual underlines (\_) between numbers are not significant.

Example:

-12, 0, 123\_456, +986

## **IODDT**

IODDT is the abbreviation of Input/Output Derived Data Type.

The term IODDT designates a structured data type representing a module or a channel of a PLC module. Each application expert module possesses its own IODDTs.

## **K**

## **Keyword**

A keyword is a unique combination of characters used as a syntactical programming language element (See annex B definition of the IEC standard 61131-3. All the key words used in Unity Pro and of this standard are listed in annex C of the IEC standard 61131-3. These keywords cannot be used as identifiers in your program (names of variables, sections, DFB types, etc.)).

## L

### **LD**

LD is the abbreviation of Ladder Diagram.

LD is a programming language, representing the instructions to be carried out in the form of graphic diagrams very close to a schematic electrical diagram (contacts, coils, etc.).

### **Located variable**

A located variable is a variable for which it is possible to know its position in the PLC memory. For example, the variable `Water_pressure`, is associated with `%MW102`. `Water_pressure` is said to be localized.

## M

### **Macro step**

A macro step is the symbolic representation of a unique set of steps and transitions, beginning with an input step and ending with an output step.

A macro step can call another macro step.

### **Master task**

Main program task.

It is obligatory and is used to carry out sequential processing of the PLC.

### **Mono Task**

An application comprising a single task, and so necessarily the Master task.

### **Multi task**

Application comprising several tasks (Mast, Fast, Auxiliary, event processing).

The order of priority for the execution of tasks is defined by the operating system of the PLC.

### **Multiple token**

Operating mode of an SFC. In multitone mode, the SFC may possess several active steps at the same time.

## N

### **Naming convention (identifier)**

An identifier is a sequence of letters, numbers and underlines beginning with a letter or underline (e.g., name of a function block type, an instance, a variable or a section). Letters from national character sets (e.g., ö, ü, é, õ) can be used except in project and DFB names. Underlines are significant in identifiers; e.g., A\_BCD and AB\_CD are interpreted as different identifiers. Multiple leading underscores and consecutive underscores are invalid.

Identifiers cannot contain spaces. Not case sensitive; e.g., ABCD and abcd are interpreted as the same identifier.

According to IEC 61131-3 leading digits are not allowed in identifiers. Nevertheless, you can use them if you activate the check box **Allow leading digits** in the **Tools → Project settings → Variables** dialog .

Identifiers cannot be keywords.

### **NAN**

Used to indicate that a result of an operation is not a number (NAN = Not A Number).

Example: calculating the square root of a negative number.

**NOTE:** The IEC 559 standard defines two classes of NAN: quiet NAN (QNAN) and signaling NaN (SNaN). QNAN is a NAN with the most significant fraction bit set and a SNaN is a NAN with the most significant fraction bit clear (Bit number 22). QNANS are allowed to propagate through most arithmetic operations without signaling an exception. SNaN generally signal an invalid-operation exception whenever they appear as operands in arithmetic operations (See %SW17 and %S18).

### **Network**

Mainly used in communication, a network is a group of stations which communicate among one another. The term network is also used to define a group of interconnected graphic elements. This group forms then a part of a program which may be composed of a group of networks.

## O

### **Operator screen**

This is an editor that is integrated into Unity Pro, which is used to facilitate the operation of an automated process. The user regulates and monitors the operation of the installation, and, in the event of any problems, can act quickly and simply.

## P

### **Periodic execution**

The master task is executed either cyclically or periodically. In periodic mode, you determine a specific time (period) in which the master task must be executed. If it is executed under this time, a waiting time is generated before the next cycle. If it is executed over this time, a control system indicates the overrun. If the overrun is too high, the PLC is stopped.

### **Procedure**

Procedures are functions view technically. The only difference to elementary functions is that procedures can take up more than one output and they support data type `VAR_IN_OUT`. To the eye, procedures are no different than elementary functions.

Procedures are a supplement to IEC 61131-3.

### **Protection**

Option preventing the contents of a program element to be read (read protected), or to write or modify the contents of a program element (read/write protected).

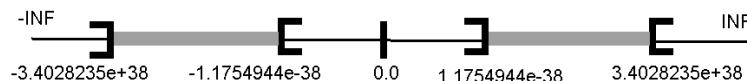
The protection is confirmed by a password.

# R

## REAL

Real type is a coded type in 32 bits.

The ranges of possible values are illustrated in gray in the following diagram:



When a calculation result is:

- between  $-1.175494e-38$  and  $1.175494e-38$  it is considered as a **DEN**,
- less than  $-3.4028234e+38$ , the symbol **-INF** (for - infinite) is displayed,
- greater than  $+3.4028234e+38$ , the symbol **INF** (for +infinite) is displayed,
- undefined (square root of a negative number), the symbol **NAN** or **NAN** is displayed.

**NOTE:** The IEC 559 standard defines two classes of NAN: quiet NAN (**QNAN**) and signaling NaN (**SNAN**). **QNAN** is a NAN with the most significant fraction bit set and a **SNAN** is a NAN with the most significant fraction bit clear (Bit number 22). **QNANS** are allowed to propagate through most arithmetic operations without signaling an exception. **SNAN** generally signal an invalid-operation exception whenever they appear as operands in arithmetic operations (See %SW17 and %S18).

**NOTE:** when an operand is a **DEN** (De-normalized number) the result is not significant.

## Real literals

An literal real value is a number expressed in one or more decimals.

Example:

$-12.0, 0.0, +0.456, 3.14159_{\_}26$

## Real literals with exponent

An Literal decimal value can be expressed using standard scientific notation. The representation is as follows: mantissa + exponential.

Example:

$-1.34E-12$  or  $-1.34e-12$

$1.0E+6$  or  $1.0e+6$

$1.234E6$  or  $1.234e6$

**RS 232C**

Serial communication standard which defines the voltage of the following service:

- a signal of +12 V indicates a logical 0,
- a signal of -12 V indicates a logical 1.

There is, however, in the case of any attenuation of the signal, detection provided up to the limits -3 V and +3 V.

Between these two limits, the signal will be considered as invalid.

RS 232 connections are quite sensitive to interference. The standard specifies not to exceed a distance of 15 m or a maximum of 9600 bauds (bits/s).

**RS 485**

Serial connection standard that operates in 10 V/+5 V differential. It uses two wires for send/receive. Their "3 states" outputs enable them to switch to listen mode when the transmission is terminated.

**RUN**

Function enabling the startup of the application program of the PLC.

**RUN Auto**

Function enabling the execution of the PLC application program to be started automatically in the case of a cold start.

**Rung**

A rung is the equivalent of a sequence in LD; other related terms are "Ladder network" or, more generally, "Network". A rung is inscribed between two potential bars of an LD editor and is composed of a group of graphic elements interconnected by means of horizontal or vertical connections. The dimensions of a rung are 17 to 256 lines and 11 to 64 columns maximum.

**S****Section**

Program module belonging to a task which can be written in the language chosen by the programmer (FBD, LD, ST, IL, or SFC).

A task can be composed of several sections, the order of execution of the sections corresponding to the order in which they are created, and being modifiable.

**SFC**

SFC is the abbreviation of Sequential Function Chart.

SFC enables the operation of a sequential automation device to be represented graphically and in a structured manner. This graphic description of the sequential behavior of an automation device, and the various situations which result from it, is performed using simple graphic symbols.

**SFC objects**

An SFC object is a data structure representing the status properties of an action or transition of a sequential chart.

**Single token**

Operating mode of an SFC chart for which only a single step can be active at any one time.

**ST**

ST is the abbreviation of Structured Text language.

Structured Text language is an elaborated language close to computer programming languages. It enables you to structure series of instructions.

**STRING**

A variable of the type STRING is an ASCII standard character string. A character string has a maximum length of 65534 characters.

**Structure**

View in the project navigator with represents the project structure.

**Subroutine**

Program module belonging to a task (Mast, Fast, Aux) which can be written in the language chosen by the programmer (FBD, LD, ST, or IL).

A subroutine may only be called by a section or by another subroutine belonging to the task in which it is declared.

# T

## Task

A group of sections and subroutines, executed cyclically or periodically for the MAST task, or periodically for the FAST task.

A task possesses a level of priority and is linked to inputs and outputs of the PLC. These I/O are refreshed in consequence.

## TIME

The type TIME expresses a duration in milliseconds. Coded in 32 bits, this type makes it possible to obtain periods from 0 to (2 to the power of 32)-1 milliseconds.

## Time literals

The units of type TIME are the following: the days (d), the hours (h), the minutes (m), the seconds (s) and the milliseconds (ms). A literal value of the type TIME is represented by a combination of previous types preceded by T#, t#, TIME# or time#.

Examples: T#25h15m, t#14.7S, TIME#5d10h23m45s3ms

## Time Out

In communication projects, The Time out is a delay after which the communication is stopped if there is no answer of the target device.

## TIME\_OF\_DAY

see TOD

## TOD

TOD is the abbreviation of Time of Day.

The TOD type coded in BCD in 32 bit format contains the following information:

- the hour coded in a 8-bit field,
- the minutes coded in an 8-bit field,
- the seconds coded in an 8-bit field.

**NOTE:** The 8 least significant bits are unused.

The Time of Day type is entered as follows: **TOD#<Hour>:<Minutes>:<Seconds>**

This table shows the lower/upper limits in each field:

Field	Limits	Comment
Hour	[00,23]	The left 0 is always displayed, but can be omitted at the time of entry
Minute	[00,59]	The left 0 is always displayed, but can be omitted at the time of entry
Second	[00,59]	The left 0 is always displayed, but can be omitted at the time of entry

Example: TOD#23:59:45.

## Token

An active step of an SFC is known as a token.

# U

## UDINT

UDINT is the abbreviation of Unsigned Double Integer format (coded on 32 bits) unsigned. The lower and upper limits are as follows: 0 to (2 to the power of 32) - 1.

Example:

0, 4294967295, 2#1111111111111111111111111111, 8#377777777777, 16#FFFFFF.

## UINT

UINT is the abbreviation of Unsigned integer format (coded on 16 bits). The lower and upper limits are as follows: 0 to (2 to the power of 16) - 1.

Example:

0, 65535, 2#11111111111111, 8#177777, 16#FFFF.

## Unlocated variable

An unlocated variable is a variable for which it is impossible to know its position in the PLC memory. A variable which have no address assigned is said to be unlocated.

**V****Variable**

Memory entity of the type `BOOL`, `WORD`, `DWORD`, etc., whose contents can be modified by the program during execution.

**Visualization window**

This window, also called a watch window, displays the variables that cannot be animated in the language editors. Only those variables that are visible at a given time in the editor are displayed.

**W****Watch point**

Used in the "debug" mode of the application.

It enables the display of animated variables to be synchronized with the execution of a program element (containing the watch point) in order to ascertain their values at this precise point of the program.

**WORD**

The `WORD` type is coded in 16 bit format and is used to carry out processing on bit strings.

This table shows the lower/upper limits of the bases which can be used:

<b>Base</b>	<b>Lower limit</b>	<b>Upper limit</b>
Hexadecimal	16#0	16#FFFF
Octal	8#0	8#177777
Binary	2#0	2#1111111111111111

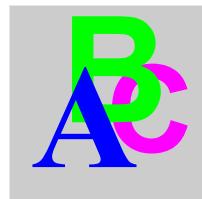
**Representation examples**

<b>Data content</b>	<b>Representation in one of the bases</b>
0000000011010011	16#D3
1010101010101010	8#125252
0000000011010011	2#11010011



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